FIRST INFO ON SEGA'S NEW 32-BIT SATURN SYSTEM!

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# ELECTRONIC GAMMAG MONTHLY

## TURBO SF 2 VS. MORTAL KOMBAT

EGM RIPS INTO THE TWO HOTTEST GAMES OF THE YEAR - WHICH ONE SCORES A 10?

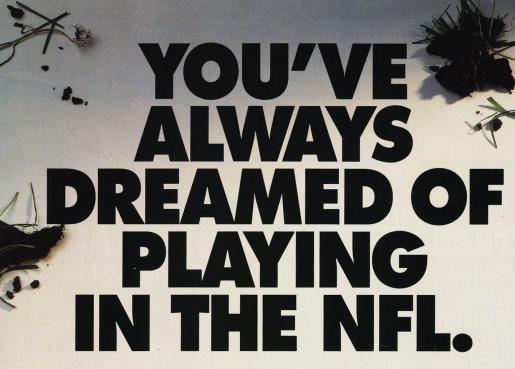
PREVIEWS
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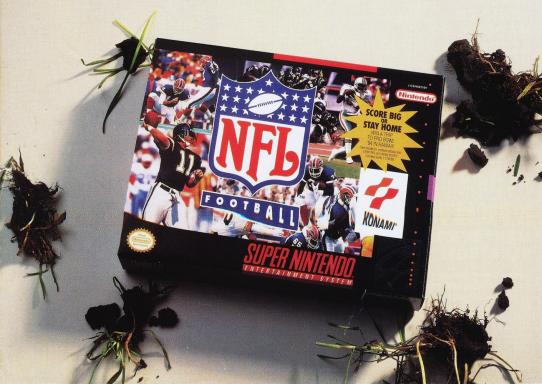
ALSO...
BEHIND THE
SCREENS
AT EGM!

PLUS... 10 PAGES OF MORTAL KOMBAT STRATEGY!

\$4.95/\$5.95 Canada/£3.50 September, 1993 Volume 6, Issue 9







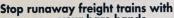


Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NES.

High step with the best when you run with the pros.

Find yourself in an arena of giant hulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go Across the Middle in heavy traffic or run a Post Pattern long.





your bare hands.

Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human movement. So with great agility they will carve a tunnel in your torso.





#### Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.



#### Fly with official NFL teams and colors.

You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greats battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland

outdoors. Snow and mud get worse as the game goes on till you're wishing stickem was legal again.



#### You make the call.

Grab the controls, make it happen Execute your strategy using two playbooks - one standard NFL, the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quarter and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!



ALOHA STADIUM

HONOLULU, HAWAII

#### SCORE BIG OR STAY HOME.

Win a trip for 2 to Pro Bowl '94 in Hawaii! Check the September, 1993, Vol. 52 issue of magazine for the password that gets you into the special contest level.

See game package for details.



#### EGM

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#### September, 1993

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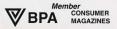
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APPLIED FOR ABC MEMBERSHIP.





### NINTENDO WINS, ACCLAIM LOSES!

It probably comes as no surprise to anyone that none of the graphic violence, gore, and blood found in the arcade version of Mortal Kombat found its way into the After cetting all four version.

After getting all four versions from Acclaim, the first thing our editors did was look to see how much Acclaim had to change to get their games approved by Sega and the room the words were a lot harsher (mostly unfit to print) when they saw how Nintendo is playing God again. On the other hand, Sega allowed the cart to be progame box.

How bad is the Super NES version? Real bad if you are looking for an arcade clone. For example, Sub-Zero now freezes his opponent and the loser shatters into ice cubes! That's sure a far cry from pulling the opponent's head and spine off the All of this of course head in the course head and spine off the All of this of course head.

All of this, of course, has been done to preserve Nintendo's pristine reputation of presenting only wholesome games to its audience. But sorry Nintendo, you can turn the blood into sweat, modify the fatalities, and change a few words in the instruction book, but the bottom line is that no matter how much you 'sanitize' the game, it still old in the country that doesn't know the real premise behind this game. Also, come around Christmas time there will be a lot of unsuspecting moms buying this cart for Approval once they hear Johnny yelling 'Kill him!" as he puts the finishing move to his opponent. The fact is that the big 'N can order the game on the screen changed but the plot is still very real to the players. So what have you accomplished Nintendo's Det the freal' game and the parents won't like the half-hearted changes.

But this is Nintendo. You play by their rules, or not at all. So what is the player to do to show the starched collars at the Big 'N that they are upset? You could buy the received their money from the game. You could write more letters but they didn't you'll be missing out on all the games that you bought the Super NES for in the first Nintendo knows: Actually when you consider the options, there is nothing you can do, and ple of the Interface columns to the issue.

On a lighter side, as you page through this issue, you may notice a change in some of our Fact Files. We have been able to improve the quality of the photos that appear in the mag and, by the next issue, all of the pix should be the very best possible. But this is only the beginning. As I write this, Steve is busy at work putting the finishing touches on the redesign of the book and we think you'll be pleasantly surprised at what we have in store for you. Check it out next issue.

Ed Semrad Editor

### PREPARE YOURSELF



RAYDEN



SUB-ZERO



LIU KANG



JOHNNY CAGE



SONYA BLADE



KANO



GORO



SCORPION





COMING TO LEADING VIDEO GAME SYSTEMS

SEPTEMBER 93



# The SN ProgramPad Leaves 'Em

The SN ProgramPad for Super NES is a force to be reckoned with. Its 30 pre-programmed buttons, including a secret code, give YOU the power to blow your opposition right out of the water.

Imagine possessing the only pad that KNOWS 20 special Street Fighter II<sup>TM</sup> moves and 9 special Fatal Fury<sup>TM</sup> moves! That's right, they're already in there,

just waiting for you to punch a button. And if those aren't enough for you, just program 6 of your own power moves to totally crush your enemy. All this plus variable auto-fire & slow motion, 8-way directional control, and an LCD screen! After all, when you're up against sharks, you do what it takes to win.

The SN ProgramPad

- now you can make your own rules.



# Dead In The Water.



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Available at: Electronics Boutique, Kay Bee Toys, Software Etc., Best Products, Babbage's, and more.



The 50th issue of EGM celebrates with MORTAL KOMBAT and SF2 TURBO!

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#### TRICKS OF THE TRADE

#### AN ALL-STAR COLLECTION!

It's easier to get through Super Mario Bros: The Lost Levels when you learn where to find the special world warps.

#### **BEHIND THE SCREENS**

#### A DAY IN THE LIFE OF EGM!

Find out what it's like to work for the biggest and best video game mag! Also, meet the creators of Enix's ActRaiser 2!

#### SPECIAL FEATURE

#### EA'S SPORTS LINEUP!

Don't miss our five-page spectacular on Electronic Arts' sports games. Plus, special sneak peeks at ActRaiser 2 and Aladdin!

#### EGM LIFESTYLES

#### A SUPER SUMMER FOR MOVIES!

From Jurassic Park to The Firm, the summer of 1993 is shaping up to be the hottest ever in terms of box office receipts.



#### **Cookie Chaos for Mario and Yoshi!**

#### Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



Redmond, Washington 98052

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# ELECTRONIC GAMING —MONTHLY THE BIGGEST AND BEST!!

#### FACT-FILES

#### SUPER NES TIMES

Our two-page spreads this issue will astound you! Mortal Monday has arrived! Acclaim brings the smash arcade hit Mortal Kombat to your homes... Jump in the hot seat with Namco's Battle Cars... Rid the island of fleas as Plok, the little guy with limbs for weapons! Plus, Boxing Legends of the Ring, Brett Hull Hockey, Mario and Wario,

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TMNT: Tournament Fighters, Rocky Rodent, Dennis the Menace, Super Off Road: The Baja, F-1 Pole Position and Yoshi's Safari!

#### **OUTPOST SEGA**

You just can't get away from Mortal Mania! Four gore-filled pages of Mortal Kombat for the Genesis are inside this month's EGM! Don't forget to check out the latest escapades of Joe Musashi in Shinobi III. Don your sword and use your athletic abilities in Strider Returns and play a futuristic game of baseball in Super Baseball 2020. Sonic is back! This time he's on CD! We've got the most current news on the progress of Sega's Sonic the Hedgehog CD.

#### **NEO · GEO CHALLENGE**

The ultimate hack-and-slash fighting game is on the Neo•Geo! Samurai Shodown pits twelve warriors in a test of strength.

#### NINTENDO FORCE

The Addams Family is lost within the confines of their spooky mansion in a great 8-Bit version of Pugsley's Scavenger Hunt!

#### **CLUB GAMEBOY**

\$6.00

\$6.00

It's back. Mortal Kombat rocks the GameBoy! The epic struggle of good vs. evil continues on the wondrous Final Fantasy Legend III.

#### SUPER GEAR

Yes, it's on this portable system too! Mortal Kombat is making its mark on all the systems. Take it with you wherever you go!

#48 Jungle Strike • Jurassic Park

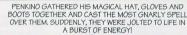
#49 Aero the Acrobat • SF2 Turbo



CHAOS REIGNED. THE MANY STRANGE INHABITANTS FOUGHT CONSTANTLY...

TAKE THAT!

AN OLD WIZARD, PENKINO, GREW WEARY OF THIS UNSAVORY BEHAVIOR AND DECIDED TO TAKE DRASTIC MEASURES.







THIS MEANS WAR!









#### YOU CAN BE THE VELOCIRAPTOR.

Only on Jurassic Park™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of Jurassic Park.

The movie brings them to life. The game invites you to join in.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. Herbivores had round, dull teeth for chewing plants. Carnivores had sharp, pointed teeth for chewing Herbivores. Be careful. To them, you're just a snack.



At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp claws. Ours are no different. And no less dangerous.

# TO MAKE T

Try not to end up here. The powerful jaws of the meat-eater Tyrannosaurus rex. They had pointed, six-inch-long teeth and really bad breath. Keep out.

#### FACE TO FACE ON SEVEN DIFFERENT

LEVELS. Work your way through the Visitors Center, Pump Station, River, Volcano, Canyon, Power Station, and Jungles of Jurassic Park.



A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?











At one time, all the continents were grouped together forming one supercontinent called Pangaea. This may explain why dinosaur fossils have been found in so many different places around the world.



MCA UNIVERSA





This is Amber. The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

out of our Jurassic Park.)

through the jungle 130 million Dr. Robert T. Bakker is a real years ago. Be sure you don't step in this. It's a fossilized dinopaleontologist. He helped us design Jurassic Park for Sega saur dropping. Today, they can help scientists reveal clues to a dinosaur's diet and nutrition.





YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous / jungles of Jurassic Park.



and t. to the past. Fortunately, more and more of them are being discovered each year.

Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur hait

This is the team that designed and created Jurassic Park from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.









Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is the game box to look for: Jurassic Park from Sega.

Just like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In Jurassic Park from Sega, you can play the



Over the years, humans have developed large, intelligent brains. We can think like no other species ever has. For years, it was thought that dinosaurs were dumb, pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young.

Jurassic Park from Sega? Pea-sized brain? Maybe. laybe not.

Are they smart enough to beat you in Big. mart brain? or sure. Now on SPEECH

G ENESIS\*\*

COMING SOON TO GAME GEAR™ AND SEGA CD."

#### THEY GET SMARTER AS YOU GET BETTER.

Jurassic Park from Sega was designed to include D.P.A.™ (Dynamic Play Adjustment.) So as your game skills get sharper, the dinosaurs become harder to outsmart.





Do you have something to say that might be of some interest to the rest of the gaming world? Why not drop us a line with your burning questions that threaten to rob you of sleep. If we like what you write, we just might print it in these pages. If we don't like your letter, we'll take it and have spitball lights (we can't just let it go to waste). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, of Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Oh, and don't even think that we'll answer every letter.

#### **CROSS-LICENSING**

I have been a true Nintendo customer ever since they began. Now I am infatuated with the Super NES. However, Sega is coming out with some pretty slick games like Cool Spot, Ecco the Dolphin, and Flashback. I want to be able to play these games without losing my loyalty to Nintendo. Are these games ever going to come out on the Super NES system?

Sam Woo E Bronx, NY



Cool Spot began on the Genesis but now it's moving to the Super NES too!

(Ed. Cross-licensing is a great way to get the games out to everyone. As to your questions, Sam, yes, Cool Spot will be ported over to the Super NES with Virgin releasing it. Flashback from U.S. Gold will also make it to the Super NES. Ecco unfortunately cannot go the Super NES because Sega holds the rights to it. It's not uncommon for game companies to cross-license a game if they are a licensee to a parent group like Sega or Nintendo.)

#### **FALSE MASTERPIECES?**

First of all, I have to say that I love EGM. I really love the little section in the Letters pages called Envelope Art but there is one problem. People are beginning to copy other peoples' art work. In the March 1993 issue. there was a letter drawn by Benjamin Roque where Wile E. Coyote was running over Sonic with a steamroller while the Road Runner was racing ahead. Four months later, I saw the same picture in the July 1993 issue of GamePro. I know who copied who because the Game-Pro issue was a later date than EGM. I hope to see that this copying of letter art doesn't continue.

Aaron Holmgren Duluth, MN



Benjamin Rogue's letter art is the first instance of letter art copying.

(Ed. While it really can't be helped that the artists may copy from each other, this is one of those rare cases that a copy may have slipped by. In any case, Aaron, you could feel proud that another reader enjoyed your work enough to copy the idea and send it in, or feel cheated out of an original piece. Perhaps checking could have helped, though.)

#### WHAT'S WITH MARIO?

Why are you guys so excited about Nintendo's new Super Mario All-Stars? I can't see why I or anyone else would want to fork out more money for just graphic and sound enhancements to an already good game. What's the point if the levels are exactly the same?

Douglas Bettin Austin, TX

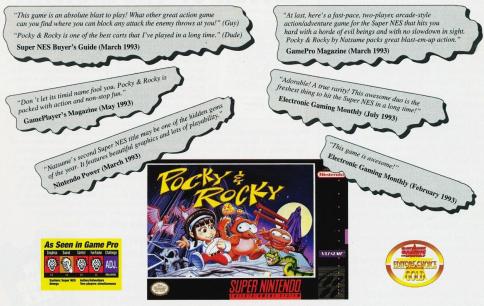


A new level 9 has been added to The Lost Levels in Super Mario All-Stars.

(Ed. To tell you the truth Douglas. not all of the levels are exactly the same. The second game on Super Mario All-Stars. The Lost Levels, is actually the real Super Mario Bros. 2 that was released only in Japan. This game went through the same graphic and sound changes but the programmers have put in a few new levels. After you save the princess, levels A.B.C and D become playable. There is another trick too! To access level 9, you must completely beat every level including the Bowsers, never warp, and never save the game!)

So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.

## The Press Loves It!!



## And So Will You.

Pocky and Rocky... Incredible Action for your Super Nintendo.

Available Now!







Thanks for the great review guys!



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Must have a touch tone telephone.

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Serious Fun™

#### INTERNATIONAL OUTLOOK

My friends and I have been counting how many foreign games you put in your magazine, which adds up to a lot. We're wondering why you guvs put these games and software in the magazine when most of it will never come to the United States. For example, you drew everyone's attention to the Japanese Mega-CD. In the following issues, you put in lots of info and games such as Detonator Organ and Dark Wizard, You go on and on about its features, price and more games, and then suddenly the Mega-CD is not compatible with the American Genesis. I'm wondering why you published that so-called information when you didn't have the exact details on it. Now there's this Ranma 1/2 thing. You feature it for the Super Famicom and Mega-CD, but did you forget that it was not coming to the U.S.? We here in Hawaii can easily get these games so we know all about them but why did you bother to write about it when most people can't get the Japanese versions of these games at a local store?

Lester Natividad Kahului, HI

(Ed. The reasoning behind our extensive International Outlook coverage is obviously because that is where the strong majority of the video games come from. When we broke the news on the Mega-CD system, the information came from Japanese sources close to the industry. The news was so early that Sega of America was still contemplating whether the Mega-CD would be compatible with the American Genesis at press time. The games we showcase in International Outlook are the current projects being developed in Japan that are really exciting. Many of the games do happen to make it to the States when agreements are made between the Japanese and American companies. Ranma 1/2 is one of those games that may not make it to the States, but was shown anyway because it's very well known and can appeal to Anime and fighting game fans.)



#### **LETTER OF THE MONTH!**



Gargamel! It could have a cool plot like a day of Smurf berry picking when Gargamel suddenly captures your fellow Smurflings! Different character selection such as Baker Smurf, Jokey Smurf, Vanity Smurf, Hefty Smurf, and even Smurfette with all their special abilities like Jokey's exploding packages. There are certain game companies, who with little effort, could turn The Smurfs into one of the greatest games in existence. Just think about it! The Smurfs could shoot game sales OUT OF THIS STRATOSPHERE!!! Hopefully this letter will get printed so some of the major companies will see it and get to thinking... 'Hmm... that's not a bad idea.' By the way, I'm 16 years old, not some dumb kid with a silly idea. My friends and I are the ones who are spending the money on games. So don't throw your head back in laughter and think to yourself Oh, how cute! Take what I'm saying into consideration because together we can make this world a Smurfier place.

Um... yea. I bet you still play with dolls too.

#### WIN AN OFFICIAL EGM T-SHIRT!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would find particularly crazy, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your fondness of and psychosis to video games!



#### **MIDWAY SCORES AGAIN!**

I would like to know when or if the hit arcade game, NBA Jam, is coming to a home system. I figure that it would be coming to a system because Midway is the company that produces it and their awesome Mortal Kombat is coming to the major home systems.

Steven Wagner Lawrenceville, GA

I love Midway's arcade game, NBA Jam. I was wondering if Acclaim was thinking about bringing it to a home system since I have heard they have the rights to Midway's line of games.

> Brent Tanaka Campbell, CA

(Ed. Good news! Acclaim is planning to release the incredible NBA Jam for the home market. Acclaim will release it for the Super NES and GameBoy while Arena will release it for the Game Gear and Genesis. There is no final word on when the release date is scheduled, but when we know, you'll know.)



Acclaim pulls through with an excellent translation of Midway's NBA Jam!

# WHO'S WAITING IN THE WINGS TO ASTOUND YOU?

Watch for AERO THE ACRO•BAT.™ In the spotlight soon.



#### LYNX LIVES!

Upon reading last month's issue, I came across something that I didn't understand. In the Letters section. you answered Bryant Clauson's question about the Lynx's fate by telling him not to give up hope because there are several games coming out soon, yet I didn't see one Lynx game in the whole issue. Now that I think about it, there weren't any Lynx games in the past eight or nine issues. Don't say that Atari isn't giving you anything to review when there's a developing group on the other side of Lombard hard at work developing new games. I don't see why you had to stop doing your one page a month on the Lynx.

> Jerry Majewski Hanover Park, IL

In the past few issues, I've come to think that you've given up on the Lynx. Although the lack of software is quite apparent. I still go to my favorite software store with hopes of finding something new. When you mentioned that more software was being developed, you never said when it would be released or if you would show it in your magazine. I just hope the Lynx isn't gone for good because I really enjoy what the Lvnx can do.

> Rick Schneider Cedarville, MI

(Ed. As we've said before, the Lynx is not dead, nor does it show any positive signs of being completely phased out. There are a handful of companies still producing games for the unit and the only reason we haven't shown any Lynx games since the February '93 issue can be traced back to Atari themselves. You see, the only way we can take pictures of Lynx games is with the help of a 'Black Box.' In September, Atari officially closed their Lombard offices and moved out to Silicon Valley in California, taking our 'Black Box' with them. Until Atari gets around to returning the 'Black Box' to the EGM offices, the chances of seeing another Lynx Fact File seem pretty slim.)

#### GM ENVELOPE ART

All winners get a free 'In Your Face' T-Shirt. First prize is a Fire Stick from G & C Joystick Manufacturing.



Mike Varbero, New Fairfield, CT



Matthew Parker, Ft. Smith, AZ



Matt Philleo, Merrill, WI



Tracy Lesch, Lake Geneva, WI







Justin Staples, Milwaukee, WI



Jen Seng, Westborough, MA



Felipe Cano, Manteca, CA

The first place prize is a Fire Stick donated by G & C Joystick Mfg.



Damon Mui, Chicago, IL



Eric J. Hernandez, San Antonio, TX



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Sentai

# TACKLE THE BIG

# KICKOFF THE SAVINGS!





Mutant League Football from Electronic Arts. For Genesis.













Bill Walsh College Football from Electronic Arts. For Genesis.







# THESE GREATS GO FAST!

















Rock 'N Roll Racing from Interplay. For Super NES





Nigel Mansell's World Championship Racing from Gametek. For Super NES.





Super Mario Kart from Nintendo. For Super NES.

# E SAV







Super Slap Shot from Virgin Games For Super NES.





Sega Turbo Touch 360 Control Pad from Triax. For Sega Genesis.





NCAA Basketball from Nintendo. For Super NES.



Super Mario All-Stars from Nintendo. For Super NES.



Game Gear Sports Pack from Sega. For Game Gear.

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# 

#### **STEVE HARRIS**



Celebrating the 50th issue of EGM with beef jerky, a cold can of 'Dew and two of his favorite carts is the Boss's agenda.

Current Favorite Games:

Current Favorite Games: SF2 Turbo; SMB All-Stars

#### **ED SEMRAD**



Not quite accustomed to married life yet, Ed's grumbling because he misses those greasy nights of pizza and SMB AS. Current Favorite Games: SMB All-Stars, Clay Fighter

#### **MARTIN ALESSI**



Being the first to get a copy of SF2 TE, he keeps getting bugged by the other editors to borrow it. His will might bend for Pap's Cafe.

Current Favorite Games:

AttRaiser 2: SF2 Turbo

#### SUSHI - X



Funny as it seems, Sushi is not very good with chopsticks and likes his food cooked. Pretzels are a must for late nights of SF2 TE.

Current Favorite Games: SF2 Turbo, Samurai Shodown

#### Super NES

Capcom

#### **Street Fighter 2 Turbo**

Fighting 12 Levels

20 Mea





This is the best fighter for the Super NES to date! This cart is absolutely unreal this is the home fighting game to be reckoned with for the 16-Bit system! Tons of options, super speed, ability to play as bosses, and absolutely killer stereo sound effects make this time arest of things: the

perfect fighting game! Great one Capcom!

Reserve it, wait for it, then keep your eyes on it because this may be the hottest home game ever released. This cart is a vast improvement over the original, sporting improved graphics, animation and killer stereo sounds. A few minor details and the stacked barrel bonus are still missing. The closest to perfect I've seen.

If there is a game to outdo Street Fighter II, it is definitely the awesome Street Fighter II Turbo Edition! Packed with all the new moves of the smash arcade hit, this new cart will prove to be more than enough challenge for even the most seasoned SF2 player.

From Dhalsim's disappearing act to Chun Li's new fireball there is a new slate of strategies involved. This time around the presentation speed is more than twice as fast. For those moderate players, there is an option of playing a normal mode or the Turbo mode with four progressive speeds. Also included in this version is the Champion Edition.

I didn't think the first Street Fighter II could be topped bit what a suprise this one is! The first improvement is the incredible speed and new attacks that can

be accomplished. Dan't think that the combos for the old one will work because the computer isn't stupid anymore. The best fighting game just got better.

For those of you who wonder why you should have another Street Fighter II

s game, let me tell you, this is no ordinary cart! With all the missing animations back

in place, new sounds, two games in one,

and adjustable speed settings, SF2 TE wipes the floor with the competition! It's

X faster than the arcade! Shoryuken!!!

22 Electronic Gaming Morenty



Introducing the new asciiPad SG-6™ and Fighter Stick SG-6™ for your Sega Genesis®. Next to the power cord,

they're about the most important things you can plug into your system.

That's because we've basically

redesigned our new controllers from



the plug up. They're contoured to fit your hand like your favorite baseball glove. And tough enough to last through more than a few street fights. While we're talkin' about street fights, check out the six fire buttons. Yeah, that's right, six buttons-just what you

need for the hot new wave of Sega six-

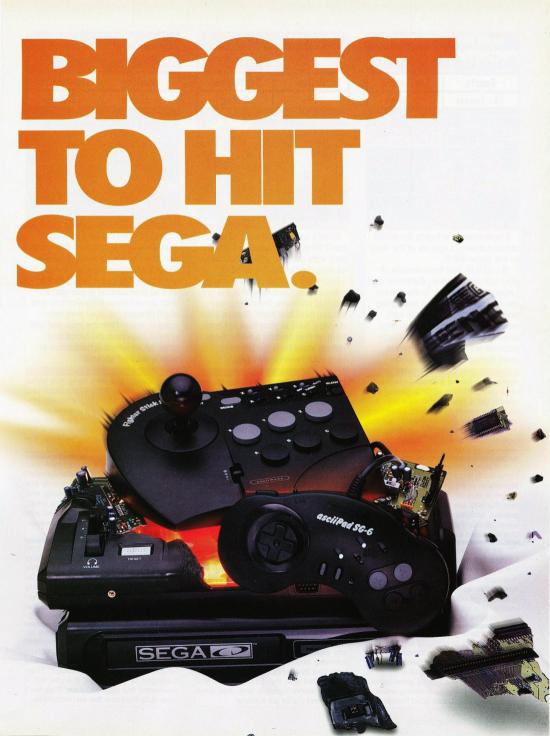
#### THEW ASCIIPAD SG-6 AND Fighter Stick SG-6

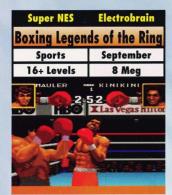
button games (SG-6's kick butt on regular three-button games, too). Crank in features like Turbo Fire, Auto Turbo and Slow Mo, and you've got enough firepower in your hands to send your opponents into orbit. And since there's none of that wimpy

> you'll be able to take 'em over to your friend's house without getting called a cheat. So keep your eyes open for the new asciiPad SG-6 and Fighter Stick SG-6. They're hot, they're new -and hey, they're already a hit.

programmable stuff,

IT'S HOW TO WIN.





Electrobrain is bringing the knockout cart Boxing Legends of the Ring to the Super NES!

B.L.O.T.R. has three modes of play including Career, Exhibition and Legends of the Ring. In the Career mode, you can create a boxing legend of your own. Select his look, name, style of fighting and energy allotted to each punch. Familiarize yourself with the types of moves used throughout the cart to win.

Rather than having a Street Fighter sideview perspective towing game, you almost get a first-person view with this one. The result is a mixed game: the sound effects are very good, but the movements are chappy and sometimes unresponsive. Still this a good attempt at recreating a difficult atmospheric sport.

This is one of the better boxing games to come along in a white. The plusic is really impressive and the wide array of options is a nice feature. The graphics are very realistic and are complemented by the smooth animation. The only drawback would be that the control is less than precise and takes a long time to get used to.

I'm not a big fan of boxing, but if I were, I'd think this is just an okay cart. Although the music and digitized sound effects are first-rate, other elements of the game need a little work. The play control is pretty hard to get used to and the fighting animation is a bit on the c-h-o-p-p-y side. This could've had a chance 3 years ago.

Hard-core boxing fans may thrill to find all the pros in this new boxing cart but most fighting fans will find the controls too awkward. The first-person perspective is done rather well and the sound support is decent but what is a fighting game without precise control? A little tweaking would've gone a long way. Looks good though.

Super NES	Virgin
Cool	Spot
Action	September
10+	8 Meg
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35.40	-, har
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100	The second second

What's round, cute and red all over? Why, Cool Spot of course! Virgin's witty dot character is bouncing his way over to the Super NES.

Spot's bubbly friends are missing in action. Mr. Cool himself is the only one that can save them. Help our shaded hero find them. Send a blast of soapy suds at your foes to knock them off their feet for a while. Grab various icons from the beach to keep your health meter happy.

Just when you thought the Genesis version was the best it could get, here comes the Super NES version which outdoes its Sega counterpart. The multi-directional firing and improved graphics just add to the overall funt. The only problem: the whole "Spot thing" is beginning to wear thin. Still, it's a good game!

While the Genesis version was spectacular, the Super NES version improves upon the only flaw with the Sega edition the choppy scrolling. With this repaired, Cool Spot is now an even better game with new features in the background and music that really sets the pace. Spot is really the coolest dot around.

Oh yeah, baby! Spot is back and the Super NES version is even better than the Genesis one. What makes this better is the enhanced game play, more colorful graphics, and excellent music and sound. You can even shoot in any of eight directions while in place. There is also more animation. This is cool. Cool. COOL!

That little red spot is just too cool. This cart is loaded with colorly backgrounds and excellent animation. There is also a jamming soundtrack for each level to keep your foot stomping. Levels are large and loaded with the classy humor and attitude you've come to love. Add good control and you've got a winner.

Accidim
Kombat
September
16 Meg
2858000 SONYA
de distrib

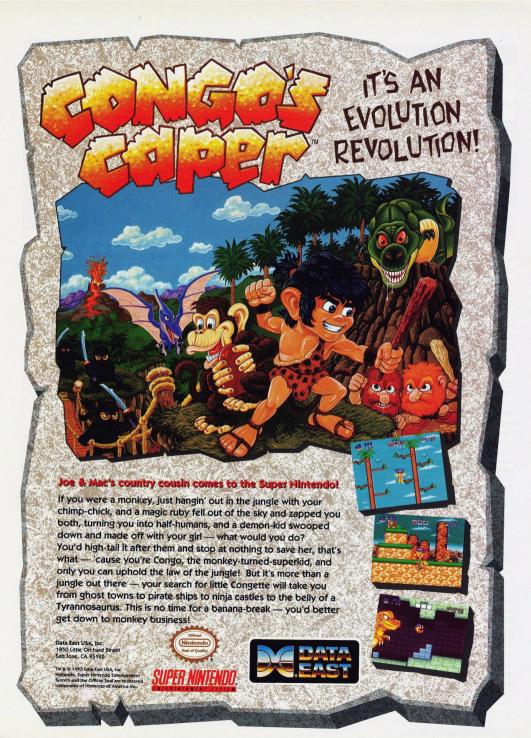
Straight from the arcade comes Acclaim's Mortal Kombat. Everyone has been anxiously waiting for this tough translation. How did the big N get around the blood and guts that was so pronounced in this game? With some clever programming and slight of hand (er..eye) they managed to retain both the look and feel without exploiting the blood and gore. An excellent reproduction in both looks and sounds.

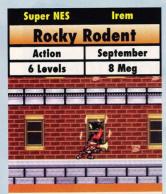
Let's face it - the only thing this game really had going far it was the blood and fatalities. It's no SF2, but it is an interesting variation on the fighting game scene. Acclaim deserves a lot of credit for producing an almost perfect translation of the arcade version but failing to retain the key elements (blood) hurts the effect.

While it may be hard to compete with other fighting games. Mortal Kombat really holds its own. The backgrounds are beautifully drawn, the music is terrific and every sound effect is extremely well done with very impressive play control. However, there's still something missing...

Okay big 'N, lets get this straight. You think it's okay to be at some of e up as long as they don't bleed? Some fatalities have even been toned down. Besides these little inconveniences, this is the best looking translation of MK. The graphics and digitized voices are virtually identical to the arcade. The game play is fun but not SF2.

What can you say when you're going up against SF2 TE? They did an excellent job of reproducing the digitized graphics and sampled sounds. The main problem for fans is "Where's the blood?" They managed to get around it some but it weakened this sersion. Also, it doesn't have quite the same feel and technique.





The latest whizzin' whirlwind critter for the Super NES! This one can get in some hair-raising situations - literally! Not only can Rocky Rodent quickly run and jump, but he can use a variety of hair styles for attacks! These include a whip-like ponytail, a boomerang mohawk, a sword spikey top and even a giant spring! See if Rocky can rescue the restaurant owner's daughter so Rocky can have all he can eat! Hair-raising!

Despite the appearance of another Sonic rip-off, Rocky Rodent comes off remarkably well! Rocky has style and characterespecially with his many hair styles that can be used as weaponst Despite some rather difficult levels. Rocky's many techniques and "weapons" can be mastered with practice. Just love Rocky's yell!

Quite a surprise! Rocky Rodent looked like a standard fair effects roller but once you play, you realize just how much technique really is involved. Sporting all kinds of kooky hair styles gives you a variety of choices to get you through the long and sometimes difficult levels. Just don't let his flapping tonque scare you.

Attacking enemies with different kinds of hair styles might sound prefy stupid, but once you get into the game, you'll realize it actually is pretty decent. So what if it's a Sonic clone, the super huge levels are welcome and the graphics and sound are fantastic. Give great to Irem for coming out with an exceptional game. Cool hair.

These Sonic rip-offs are really getting cranked out. Sure the character is weird and the hairdo power-ups are original, but there aren't enough extra items or hidden areas to compete with the biggies. The levels can get really hard, especially once you lose your hair with one hit. It's a fun game to play but it's no Sonic or Mario.

Super NES	Nintendo
Super Mari	o All-Stars
Action	Now
N/A	16 Meg
	DATONIA CAMAS PLATINIAN

A four-in-one deal! Those of you who couldn't get enough of the one Mario game available for the Super NES system and are dying for more, this is the game to get! Not only do you get Super Mario Bros. 1, 2, and 3, but you also get a fourth game that was never released for the 8-Bit system in the U.S.! Guide Mario or Luigi to rescue the Princess and defeat the evil ruler of the Dream Factory in this must-get compilation!

Amazing! This four-in-one cart will keep fans occupied for bours it not days! This is a must-have for anyone with a Super NES! Everything is here, even the glitches and secret levels! The 16-Bit conversion, graphically, is tentastic, and the stereo sound enhances the overall effect. My favorite is Dream Factory!

Save the princess all over again! All-Stars is a masterpiece from beginning to end. Although it really is nothing new, All-Stars blows the roof off the fun factor! Four fun games with enhanced graphics and music is just too much. The best part is that all those wonderful secrets have been left in. Ditch those old 8-Bit versions for this one!

Too awesome! As a big Mario fan, you can't say enough good things about this cart. The old 8-Bit Marios were great, but converting them to the Super NES has made them even better. The graphics and sound have improved and it plays just as good. The Japanese version of SMB 2 that never came to the U.S. is my favorite!

You just can't go wrong when you start with Mario, not to mention when there are four games in one. These 16-Bit versions look fantastic and play just like all the originals. All the secret tricks and tactics are faithfully reproduced. Mario maniacs of all ages can get into this jam-packed cart of Super NES at its best.

Super NES	Tradewest		
Super Off Ro	ad: The Baja		
Driving	September		
3 Levels	8 Meg		
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DISTRICE DIMENS DESIGNATION DE	0:39 TIME 		

Tradewest is speeding onto the Super NES with their new blowout Super Off Road: The Baja.

Begin the race by selecting your vehicle color, one or two players, level of difficulty, and racecourse. The circuits are grouped according to their complexity. After whizzing around the track, stop by the pit to purchase a few items like nitros, shocks, tires, lights and even modified engines. Start your engines!

The Baja suffers from one fatal flaw that can basically kill any racing game: it is choppy. The scrolling of the road as it comes toward you doesn't flow the way it should, and the steering and maneuvering of your vehicle is a bit clumsy. Still, there are enough options to keep racing fans happy, I was just expecting more.

Wow! Super Off Road: The Baja makes the old Super Off Road look like a kiddle race! The perspective is a welcomed change from the usual, overused views. With a plethora of racing options and the ability to hop up the trucks is a real kick. Hitting the spectators seems a bit harsh but it's a fun way to release some steam.

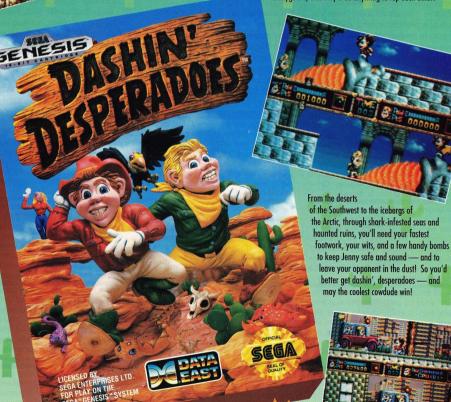
Choppy, choppy, bad, bad! It's kind of hard to drive across a gesert when you steer one way and then you're off the road because the scrolling was a bit, uh, choppy. With that aside, the many racing options and great soundtrack are welcomed. The Mode 7 reaches a new level of realism. Watch out for that ATV! Ahhh!

Admittedly the graphics do look a bit pixilated but the view is a refreshing change for a racing game. Control is a bit bumpy but is a ided by the top button steering. The actual racing is decent but the off roading and hitting the spectators is really more fun. The graphics and scrolling are good but it could use more technique.



a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!



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Genesis	Virgin
Chuck Rock II:	Son of Chuck
Action	October
20+ Levels	8 Meg
	2
<b>19</b>	1
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Chuck Rock is showing off his bouncing baby boy in Chuck Rock II: Son of Chuck for the Genesis.

Virgin's new arrival must brave the wilds of a prehistoric land with only his club to protect him. He can also scare enemies away with his piercing temper tantrums! Along the way a triceratops and an ostrich will give baby Chuck a lift through the more difficult levels. If he's a good boy, he'll get to play in the bonus levels.

Not being the greatest fan of Chuck Rock, Son of Chuck really surprised me: the graphics (especially the scaling and rotation in some of the effects) are some of the best for the system! The animations of little Chuck are cate, but in the end the whole effect becomes repetitious. Great bosses and sound effects, though.

The original Chuck Rock was rather fun but this one really takes the cake. I've never seen special effects like these on the Genesis. While it may be simulated scaling and rotation, the effect is fantastic!
The club-wielding baby may be an unlikely hero, but he's cool, it's more fun than a barrel of brontosauruses!

Son of Chuck is so cute and adorable, you'll want to grab him and hug him. Game play is great with his funny club attack. The game features excellent animation and sound and the scaling and rotation on some levels actually look better than some Super NES effects. Lots of cute dinosaurs, too! A solid sequel.

Prehistoric power strikes again with an unlikely hero, Son of Chuck. The little guy is adorable and so are the well drawn cartoon-style backdrops and other critters. With the same look and a better feel than Chuck Rock, this is a great sequel. The bonus rounds add to the appeal. The action may become repetitive but it's fun!

Genesis	Sega
Jurass	ic Park
Action	Now
N/A	16 Meg
> 03 4	THE STATE OF THE S
	-2
SOVOME!	

Jurassic Park is roaring onto the Genesis with the help of the paleontologists at Sega!

Dinosaurs are on the loose and everyone at JP is in danger. You may play as Dr. Grant or as a cunning Raptor. The doctor uses several weapons like darts, shock guns, and bombs to fend off the dinosaurs. While, as the Raptor, you will try to escape the island biting and pushing your way through the jungle!

Like the blockbuster movie, this game is BIG! This 16-Meg monster takes a lot to play - patience and mastering of quite a few techniques, but it is well worth it. The best aspect is being able to play as the Raptor! Turning the tables on your wouldbe captors (usually by pouncing on them and chomping them down) is a blast!

What do you get when you mix dinosaurs and Flashback? A very impressive game from Sega, that's what. The graphics are wild and the dinosaur animation will thrill your senses. The option of playing as the Raptor or Dr. Grant open new gaming possibilities that should be used more. Another movie-based game that's a hit.

This is another dinosaur game that's very good. Saving the Island from dinosaurs on the loose with Dr. Grant is cool, but being the Raptor is an excellent twist. The levels are huge with many tough dinos to kill. The digitized dino sounds are very impressive as are the graphics. This game will appeal to fans of the JP book.

This cart has a lot to offer. You can play as Dr. Grant or the Raptor depending on who you sympathize with. The levels take a bit of getting used to and the game play can be quite challenging, but the detailed graphics and multitude of levels will be worth it. The sounds are average but the dual roles make for excellent action.

Genesis	Codemasters	
Micro Machines		
Driving	September	
27 Levels	4 Meg	



Codemasters are making their video game debut with Micro Machines for the Genesis.

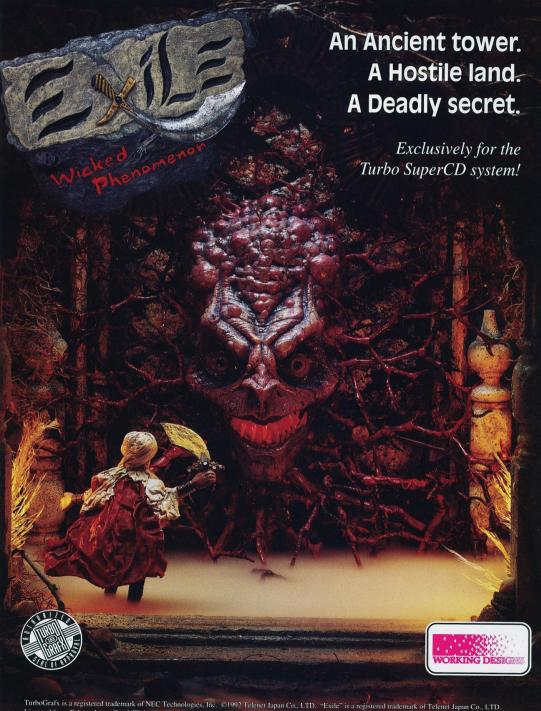
Micro has sports cars, Formula One, power boats, combat tanks, helicopters, and dune buggies racing on mini-courses...like a bedroom floor! There are 27 courses ranging from a breakfast table to a bathtub. Watch out for traps like the whirlpool plug hole and a puddle of syrup! Small circuits, huge excitement!

This is a great two-player racing game! The plot is very clever and some of the racing areas will really make you laugh. The control is a little too touchy, but you get used to it with repeat playings. The variety of racers is also a big plus although I'm not exactly sure what their strengths and weaknesses are.

While the name is Micro Machines, the game is big in fun! The tracks are very creative and set in some unusual places like pool tables, outside gardens, and the breakfast table. The game really is best when two or more players compete for bragging rights. The one problem is that it just doesn't look like a 16-Bit game.

This is one of the most original games I've ever played. Racing on a breakfast table and other areas of the house makes for one fun game. MM has great play control, but depends much on which racer you pick. The graphics and sound could be improved, but the game play and fun make up for it. Good show Codemasters!

The big plus to this micro game is the unique tracks. There are plenty of creative and humorous racing areas. Graphically the cars are nothing special but the backgrounds keep your eyes busy. Meanwhile your hands will easily get used to the control. Those who like the 8-Bit version will love this 16-Bit cart.



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hen Nigel Mansell entered the world of Indy car racing, he knew his biggest competition would be Mario (the driver, not the plumber). In his debut Indy car race in Australia, Mansell stunned the racing world by upsetting Andretti, and capturing the checkered flag. Now you can relive Mansell's march to the Formula One crown with Gametek's NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING, Every other racing game for the Super Nintendo is left eating dust. No other racing game puts you in the driver's seat like Nigel. Featuring a first-person hands on perspective, 16-International Formula One race tracks, totally customizable Formula One cars, randomized weather conditions and even audible hints from the man himself. Nigel Mansell. So, see for yourself why reviewers are calling Nigel Mansell the best racing game ever available for the Super Nintendo Entertainment System.



from

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Mortal Monday is coming soon! Acclaim's monster arcade hit Mortal Kombat will be exploding onto the Genesis with a bang!

Live all the danger and excitement of your favorite characters in your living room with this version. Each character from the smash arcade game is present in this cart. Fight to the death to earn the title of the new Grand Champion. The Pit may not have blood, but it still means death!

Mortal Kombat shows the advantage of the Genesis system over the Super NES: it can show blood, and the blood code makes Kombat claser to the arcade than its Super NES counterpart. However, the voices could use some work, and unless you have the new 6-button controller, using START to block will drive you nuts!

Mortal Kombat for the Genesis naturally shows the one thing the Nintendo version doesn't - blood. The blood does make a difference for some people but it doesn't make the game. The control is pretty good but the lack of sound effects really hurts it. The 6-button controller will definitely make your life easier.

Hey, look! Blood! Mortal Kombat remains faithful having the acade blood, but only with a code. I can live with that. This version is closer to the areade in game play than the Super NES, but falls short on graphics and sound, where some voices are missing. Playing with the 3-button one.

While the graphics and sounds aren't quite up to par with the Super NES version, this cart manages to shine in the game play. This one has a better feel and seems closer to fife arcade's timing and style. Also, the blood is back with an option to turn off the gore. Better get the new controller, or you won't go very far.

Genesis	Sega
Shino	bi III
Action	September
7 Levels	8 Meg
Es cere:	=34 N=1 125110
Man man	PI ATINIA
Service Control	

The Neo-Zeed crime organization is back in "business" in Shinobi III from Sega. Shinobi must take up the sword after promising never to do it again! This time the most popular ninja warrior for the Genesis has some new moves - like a diving knee attack to subdue foes! He also rides a horse and jet ski, not to mention battles some of the most heinous bosses ever conceived for the Genesis! Third time's a charm!

Shinobi is back for a fourth time and he is an all-out winner. This time with more moves, more weapons and flawless control, Shinobi becomes the best game for the Genesis in a long fong time! The horseback and jet ski riding are fantastic and the bosses coulon't be better! One problem, though: it ends too soon.

Sega has done it again. Shinobi III is a fantastic game! The graphics are really improved with more background emphasis and the addition of the riding sequences make the trip worthwhile. Shinobi III is even loaded with more technique than before dust wait until you see some of these bosses. Whew!

The third Shinobi game is by far the best in the series. This title has major improvements over the previous three. The game play is fantastic with his new attacks and killer magic, all requiring some technique. This game is loaded with huge bosses, some with cool warping effects to make it look more real. Great tunes are a bonus!

The previous versions of Shinobi were great and this one is even better. The response is excellent and the graphics are intense. The techniques are challenging and fun to master The riding scenes are a nice touch and the bosses are topnotch. This is definitely one of the best Genesis carts I've seen in a while.

Genesis	Electronic Arts	
Super Baseball 2020		
Sports	September	
N/A	8 Meg	
POWER MEN UK!	\$1000 \$1000	

Baseball bots are 'bout! Electronic Arts has brought Super Baseball 2020 to the Super NES for some good old American fun!

There are two leagues each containing six teams a piece. All of the teams excel in some aspect of the game. The robots may be more fun to watch, but the really strong players are humans; a human with armor is nearly invincible! Make a good play to win money.

This is an interesting variation on the old sports scene that is sometimes successful and sometimes not. Graphically, it's excellent with very fluid novements and excellent voice digitization. However, the game is very difficult, and it isn't very easy to execute the plays! Baseball fans will probably find interest in this.

Good job, EA! This is probably the closest translation from the NeorGeo version yet. The graphics are very clean and the animation isn't too shabby either. The game plays a bit differently because it's harder to hit a home run, but the robotic players don't have much of a problem with this. A good change of pace for baseball fans.

Like most NG translations, Super Baseball 2020 turns out to be an average game. The graphics have remained basically the same (lacking some detail) and some of the sound is still intact. The game play is alright, but suffers when you try to rob a home run It's almost impossible to time a high jump and catch it.

This has a neat twist on the old baseball theme. The idea of robots and power-up options are a nice touch. However, the graphics are nothing special. The outfield characters could use a bit more detail but the sound is decent. The plays are a little difficult at first, but once you get accustomed to them it plays okay.



## Heroic Battles in a Galaxy Far, Far Away



Battle new alien forms

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

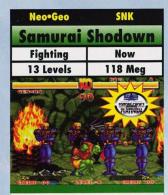
All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

Nintendo

SUPER MINTENDO







Samurai Shodown is storming the Neo•Geo. SNK has put together a great new fighting game.

Samurai Shodown features radical scaling similar to the classic Art of Fighting. Twelve fighters packed with special moves battle each other to accomplish their personal goals. Go head-to-head with a friend in the two-player mode or challenge the computer in a match against all odds! It's every man for himself!

Wow! Look out! This game is absolutely fantastic! On the help on the impressive World Heroes 2, here comes another fighting game! The characters are very appealing, and their moves are easy to execute and are very devastating! The way the fight scrolls at you at times was very well done with superb sound! Yes!

Hold onto your hats boys and girls! Samurai Shodown is a graphic hasterpiece that cannot be rivaled. The ombination of stunning graphics and a killer soundtrack along with powerful moves and techniques is intense. The one drawback is the zooming feature that really plays with your mind. A definite must-buy!

Forget Fatal Fury 2 and World Heroes 2. Samurai Shodown has arrived. The graphics are better than any other fighting game for the NEO GEO with superb sound effects and voices. The many characters to fight with have some of most creative attacks. You can also lose your weapons and gain them back. Awesome!

Neo•Geo is fast becoming the fighting game king. The key to their success is the creativity of the moves and characters. In Samurai Shodown it captures the mystic and fighting styles of ancient Japan. The moves are easy to perform and of course the graphics and sounds are arcade quality; just lose the scrolling!

GameBoy	Acclaim
Mortal	Kombat
Fighting	September
Variable	N/A
	A.

Yes it's Mortal Kombat time once again! Acclaim has bombarded the video game market with this grisly game. So let's get down and dirty one more time!

This version is very similar to the arcade hit! All of the cool moves are present so you can battle your way to title of grand champion. The only difference is Johnny Cage and the Reptile are missing. This version rocks just like the arcade!

One thing a fighting game must have is concise controls - without it the game becomes incredibly frustrating. That is the case here with Mk for the GameBoy: the graphics are great considering it's a portable system but the controls are so sluggish and unresponsive, the whole thing became very annoying.

What we have here is a good game doomed by incredibly slow controls and choppy animation. The graphics are very good, even on the GameBoy, but trying to perform special attacks and the finishing moves becomes a veritable chore. The music tunes are repetitive as well. This one could have been better.

Cool, was that blood? Maybe it was sweat. I can't tell because the darn screen is black & white. This is the wrong game for this format. The graphics are, well, decent for the small GB screen. The game play really needs work and the moves are frustrating and a pain to perform. Maybe it's me but this is just wrong.

Mortal Kombat is a complex game and to try to capture the sights and playability of it in a portable game is very tough. The controls are completely sluggish and make the game frustrating and annoying. Don't look for the graphics to save it; it's still GameBoy green. This just isn't a good game for the GameBoy!

Game Gear	Arena	
Mortal Kombat		
Fighting	September	
Variable	4 Meg	
SOCC MANS	SC VI AN	

Mortal Kombat is debuting all over the place Monday, September 13. Acclaim has designed a cart for the Game Gear to be released in tandem with the rest of the versions. The GG cart includes all of the moves and characters (omitting only Kano) that the arcade smash has. Choose any of the players to do combat against the computer. Brush up on your MK moves and get set for some unbridled action!

Now this is more like it! Hard to believe the graphics for the Game Gear could look this good! The control is a head-and-shoulders above the GameBoy version they were very esponsive which made this an incredibly tun game! The only problem was having to use START to block, but you can't have everything!

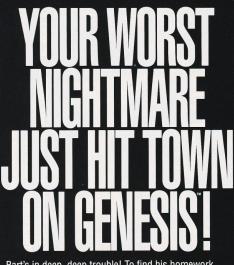
I never thought the Game Gear could produce graphics like this before! Every pixel is nearly perfect and the characters are really huge. The backgrounds are also filled with detail like never before. Although the characters move kinda choppy, the controls are very good and the blood code is a nice addition too.

This is how a portable version of MK should be. Blood and all The code must be put in, but what the hey, it's still cool. The game play is also very responsive and the action is set at a decent pace. The graphics are great and even the animation is impressive. Even though it's on the GG this is one of my fave translations.

Wow! This is a superb translation for a hand-held. The graphics look almost like a 16-Bit system and the sounds are decent as well. The STARF button is a little tricky to use as a block, but it still plays well. At first the game play is a bit slow, but once you become accustomed to it, it's a great portable fighting game.



Redmond, WA 98052, ATTN.: EVO contest. On the back of your photo please include your return address and choice of the following games: ActRaiser, SoulBlazer, Dragon Warrior III and Dragon Warrior IV. One game will be awarded to each winner. There will be five winners drawn each month. Contest ends 9/30/93. All entries must be received before September 30, 1993.



Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!



BARTMAN TO THE RESCUE



EVER-DANGEROUS MOMTHRA



IT'S SMILING Joe Fission



TEMPLE OF MAGGIE MAYHEM



ITCHY AND SCRATCHY HIJINX



GREAT BALLS OF FIRE!



GENESIS

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FLYING



### NTENDO Star Trek: TNG Absolute Action

Battleship Strategy Mindscape Ren & Stimpy Show: Vee Diots!

Action THQ Thomas the Tank Engine Action THQ

Red Line F-1 Racer **Absolute** 

**Mortal Kombat** 

Acclaim **Fighting** 



Battle Blaze		
ighting	American	Sam



Footb	oall Fury
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Super	Widget

Action Atlus Dashin' Desperadoes Action Data East

### Boxing Legends of the Ring Electrobrain Sports Seventh Saga

RPG Enix Dig 'N Spike Volleyball **Hudson Soft** Sports

Super Bomberman Action **Hudson Soft** 

**Rocky Rodent** 

Action Irem



### Operation: Logic Bomb Action Jaleco

Tuff-E-Nuff Jaleco **Fighting Utopia** 

Jaleco Action PTO: Pacific Theater of Operations Strategy Koei

Zombies Ate My Neighbors



### Hyper V-Ball

Mc O' River Sports **Battle Cars** Racing Namco

### Yoshi's Safari Action Nintendo

Dennis the Menace Action Ocean

**Troddlers** 



### **Tecmo Super Bowl**

Sports Tecmo Ren and Stimpy - Veediots! Action THQ



Sports Illustrated Football/Baseball Sports THQ

Thomas the Tank Engine Action THQ

Lamboraini American Challenge Racing Titus

> **Mecarobot Golf** Toho Sports Plok

Action Tradewest Super Off Road: The Baja Tradewest Driving Lock On

Vic Tokai

Simulator

**Cool Spot** 

Virgin

Action

### TENESIS

Rocky & Ballwinkle Action Absolute

Mortal Kombat

**Fighting** Arena



### Street Fighter 2 CE

Fighting Capcom **Haunting Starring Polterguy** Action Electronic Arts

**NHL Hockey '94** 

Sports **Electronic Arts** 

Super Baseball 2020

**Electronic Arts** Sports

Spider-Man & X-Men Action Flying Edge

The Spimsons: Bart's Nightmare

Action Flying Edge PTO: Pacific Theater of Operations

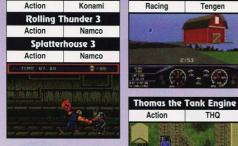
Koei Strategy

**Rocket Knight Adventures** Konami Action



### PRESENTS THE GAMES OF SEPTEMBER 1993... RPPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW: The information below was supplied by each of the individual companies, and is current as of July 20, 1993.



Zombies Ate My Neighbors

Pu	ggsy
Action	Psygnosis
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Chuck Rock 2	: Son of Chuck

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Action	Virgin
Monkey I	sland - CD
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Instruments	of Chaos - CD
Action	Sega
Joe Montana	Football - CD
Sports	Sega
Chuck Rock 2: S	on of Chuck - CD

63	

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ohn Madden	Football - CD	
RPG	T.T.I.	
Wizardry	1 & Z - CD	
RPG	T.T.I.	
<b>G</b> AMEBOY		
Mortal Kombat		
Fighting	Acclaim	
James Pond		
Action	American Softworks	
Panel Action Bingo		

Pinball Dreams

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Action

Action

Action

Action	Hudson Soft	
WWF: King	of the Ring	
Action	Acclaim	
Final Fanta	sy Legend 3	
RPG	Square	
Sports Illustrated	Football/Baseball	
Sports	THQ	
Lamborghini American Challenge		
Action	Titus	

GAME GEAR **Mortal Kombat** 

T2: The Arcade Game

opardy Starring Alex Trebek

Acclaim

llad

Fighting

Ruster Brothers

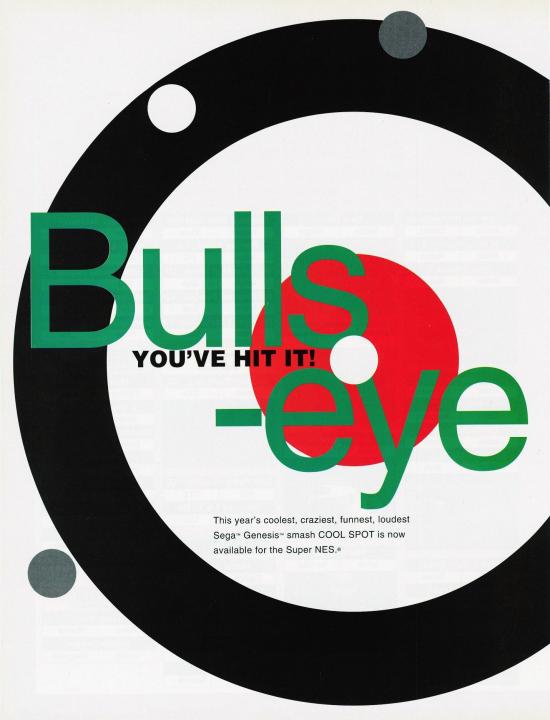
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Jurassi	c Park
Action	Sega
World Serie	es Baseball
Action	Sega
Strider	Returns
Action	U.S. Gold
Double	Dragon
Action	Virgin
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Action

LY	NX		
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Telegames





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COUL SPOT

coming soon for Sega Game Gear™



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	NINTENDO			
1	2 MONTHS	-	NINTENDO/KIRBY'S ADVENTURE	
2	8 MONTHS	-	TECMO/TECMO NBA BASKETBALL	
3	3 MONTHS	-	ENIX/DRAGON WARRIOR IV	
4	1 MONTH	-	TRADEWEST/BATTLETOADS & DOUBLE DRAGON	
5	12 MONTHS	Δ	NINTENDO/TETRIS	
6	2 MONTHS	$\nabla$	JALECO/BASES LOADED 4	
7	11 MONTHS	-	NINTENDO/SUPER MARIO BROS. 3	
8	1 MONTH	-	TECMO/TECMO SUPER BOWL	
9	3 MONTHS	$\nabla$	KONAMI/TINY TOON ADVENTURES 2	
10	4 MONTHS	-	NINTENDO/YOSHI	

量	SUPERNES			
1	2 MONTHS	2 MONTHS A LJN/WWF ROYAL RUMBLE		
2	1 MONTH	-	THE SOFTWARE TOOLWORKS/MARIO IS MISSING	
3	4 MONTHS	$\nabla$	NINTENDO/STARFOX	
4	12 MONTHS	-	CAPCOM/STREET FIGHTER 2	
5	3 MONTHS	-	KONAMI/BATMAN RETURNS	
6	2 MONTHS	Δ	DATA EAST/SHADOWRUN	
7	2 MONTHS	$\nabla$	NINTENDO/VEGAS STAKES	
8 .	2 MONTHS	$\nabla$	ACCOLADE/BUBSY	
9	1 MONTH	-	HOT B/SUPER BLACK BASS	
10	1 MONTH - RCTIVISION/MECHWARRIOR			

	GENESIS		
1	1 MONTH	-	ELECTRONIC ARTS/MUTANT LEAGUE FOOTBALL
2	4 MONTHS	$\nabla$	SEGA/X-MEN
3	3 MONTHS	Δ	TENGEN/RBI BASEBALL '93
4	3 MONTHS	$\nabla$	ELECTRONIC ARTS/BULLS VS. BLAZERS
5	5 MONTHS	-	ELECTRONIC ARTS/NHLPA HOCKEY '93
6	5 MONTHS	-	ELECTRONIC ARTS/PGA TOUR GOLF II
7	3 MONTHS	$\nabla$	SEGA/COOL SPOT
8	4 MONTHS	$\nabla$	ACCOLADE/HARDBALL III
9	4 MONTHS	$\nabla$	ELECTRONIC ARTS/TONY LA RUSSA BASEBALL
10	6 MONTHS	-	ELECTRONIC ARTS/ROAD RASH II

	SEGR CD			
1	1 MONTH	1 MONTH - SEGR/FINAL FIGHT CD		
2	1 MONTH	-	SEGA/ECCO THE DOLPHIN	
3	2 MONTHS	MONTHS V SEGA/BATMAN RETURNS		
4	1 MONTH	$\nabla$	RENOVATION/TIME GAL	
5	3 MONTHS	MONTHS		
6	4 MONTHS	$\nabla$	SIERRA/THE ADVENTURES OF WILLY BEAMISH	
7	6 MONTHS	$\nabla$	RENOVATION/ROAD AVENGER	
8	6 MONTHS	$\nabla$	SEGA/NIGHT TRAP	
9	3 MONTHS	$\nabla$	SEGA/AFTER BURNER III	
10	6 MONTHS   ▼ SONY IMAGESOFT/SEWER SHARK			

	GAMEBOY			
1	8 MONTHS		NINTENDO/SUPER MARIO LAND 2	
2	12 MONTHS	Δ	NINTENDO/SUPER MARIO LAND	
3	11 MONTHS	$\nabla$	NINTENDO/KIRBY'S DREAM LAND	
4	8 MONTHS	Δ	LJN/NBR ALL STAR CHALLENGE 2	
5	3 MONTHS	∇ NINTENDO/YOSHI'S COOKIE		
- 6	4 MONTHS	-	- NINTENDO/TETRIS	
7	2 MONTHS	Δ	SPECTRUM HOLOBYTE/WORDTRIS	
8	3 MONTHS	$\nabla$	NINTENDO/BASEBALL	
9	1 MONTH	-	ABSOLUTE/STAR TREK: THE NEXT GENERATION	
10	1 MONTH	1 MONTH - NINTENDO/GOLF		

GAME GEAR				
1	7 MONTHS	MONTHS - SEGR/SONIC THE HEDGEHOG 2		
2	3 MONTHS	-	SEGA/LAND OF ILLUSION	
3	6 MONTHS	-	SEGR/TRZ-MRNIR	
4	1 MONTH	-	SEGA/TOM & JERRY	
5	1 MONTH	-	ABSOLUTE/R.C. GRAND PRIX	
6	1 MONTH	-	FLYING EDGE/WWF WRESTLEMANIA STEEL CAGE	
7	6 MONTHS	$\nabla$	SEGA/STREETS OF RAGE	
8	2 MONTHS	Δ	SEGA/BATMAN RETURNS	
9	2 MONTHS	$\nabla$	VIRGIN/SUPER OFF ROAD	
10	3 MONTHS	$\nabla$	US GOLD/OUTRUN EUROPA	

# Babbage's America's Software Headquarters

The information above is provided by Babbage's and is current as of JULY 13, 1993









TAITO AMERICA CORPORATION 390 Holbrook Drive Wheeling, IL 60090

# TOP TEN GAMES IN

Here are ten games available in Japan that have no plans for U.S. release! That's a real shame because they are some of the best games around, but for a variety of reasons American gamers will never see them! We've beat the backwoods and come up with ten worth a look!



### POP 'N TWINBEE/SF 6

Killer shooter from Konami with huge Bosses and humor! BREATH OF FIRE/SF

Capcom's RPG with great

characters on an epic quest!

RANMA 1/2, PART II/SF

A great fighting game from

Masaya. Awesome fights!

PARODIUS/SF

Konami's classic side-scrolling



### **SNATCHER /PC ENGINE**

Konami's RPG takes CD graphics to new heights!



### COSMO GANG /SF

A Super Famicom version of Galiga by Namco!



**DRAGON BALL Z/SF** Bandai's unique strategy



and fighting game! GRADIUS II/PC ENGINE



Great sound effects on this CD shooter from the Konami team!



### SALAMANDER / PC ENGINE Konami's other shooter for the







### shooter is a riot! FINAL FIGHT GUY/SF

The character not featured in Final Fight in his own game!



Once again, Street Fighter II occupies the favorite in every gamer's heart this month! Expect strong competition, though, from Mortal Kombat: both the Genesis and Super NES versions are taking respectable positions on the charts! Also keep an eye on Street Fighter II Turbo!







### STREET FIGHTER II/SNES

s the original SF II for Super NES living its last days at the top?

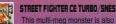


### MORTAL KOMBAT/GENESIS Come over here!" Look out SF II.

**MORTAL KOMBAT/SNES** Here they are again! Scorpion and



gang really want number one!



one to watch very closely! ONIC THE HEDGEHOG 2/GENESIS Still everybody's favorite speed

demon, it's Sonic at 5!

NOME OF COME / EVETEN



### CONTRA 3/SNES

Still locked at number six is this intense action cart!



### FLASHBACK / GENESIS

U.S. Gold's fantasy game is also staying put - here at number 7!



### STREET FIGHTER 2 CE/DUO

Tied with the same number of votes as Flashback. More fights!



### STARFOX/SNES

D-d-d-damage! StarFox slips a notch into the number 9 slot!



### STREETS OF RAGE 2/GENESIS

Get ready for Streets of Rage 3! For now make due with this!

DONK MONTHS ./

### Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

**EGM's Favorite Games!** 



Capcom's STREET FIGHTER 2 TURBO

3 MONTHS #1



Well, Well, Well, SF2 Turbo is dominating the machines and minds of our resident editors. What else is new? Other faves are Samurai Showdown and SMB All-Stars. We also like to get in a couple rounds of Sonic CD and polish off a few levels of ActRaiser 2! Lots of cool new stuff to tickle your twinkie this fall!

NHME OF CHME / SYSTEM	RANK	MONTHS	+/-
SUPER MARIO ALL-STARS / SUPER NES	2	2	Δ
SAMURAI SHODOWN / NEO·GEO	3	1	•
ACTRAISER 2 / SUPER NES	4	1	•
SONIC CD / SEGR CD	5	1	•
JOHN MADDEN '94 / SUPER NES	6	1	•
T.M.N.T. TOURNAMENT FIGHTERS $/$ SUPER NES	7	1	•
MORTAL KOMBAT / GENESIS	8	1	•
CLAY FIGHTER / SUPER NES	9	2	$\nabla$
NHL '94 / GENESIS	10	1	•

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

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Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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- 1. SNES / SUPER EMPIRE STRIKES BACK
- 2. SNES / STREET FIGHTER 2 CE TURBO
- 3. SNES / SUPER MARIO ALL STARS
- 4. SNES / STREET FIGHTER 2
- 5. SNES / SUPER STAR WARS
- 6. SNES / FX TRAX
- 7. SNES / OUT OF THIS WORLD
- 8. SNES / BATMAN RETURNS
- 9. SNES / ZELDA 3
- 10. SNES / FINAL FIGHT 2
- 11. SNES / MORTAL KOMBAT
- 12. SNES / STARFOX
- 13. SNES / SUPER TECMO NBA B-BALL
- 14. SNES / TINY TOONS ADVENTURES
- 15. SNES / BUBSY
- 16. SNES / CLAY FIGHTER

- 17. GENESIS / SONIC THE HEDGEHOG 2
- 18. GENESIS / X-MEN
- 19. GENESIS / STREET FIGHTER 2 CE
- 20. GENESIS / JURASSIC PARK
- 21. GENESIS / MORTAL KOMBAT
- 22. GENESIS / SONIC SPINBALL
- 23. GENESIS / FLASHBACK
- 24. GENESIS / BLOODLINES 25. GENESIS / ROAD BASH 2
- 26. GENESIS / TERMINATOR
- 27. GENESIS / STREETS OF RAGE 2
- 28. SEGA CD / CD SONIC 29. SEGA CD / SILPHEED
- 30. SEGA CD / BATMAN RETURNS
- 31. SEGA CD / REBEL ASSAULT

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

32. SEGA CD / MONTANA FOOTBALL CD

- 33. DUO / GATE OF THUNDER
- 34, DUO / STREET FIGHTER 2 CE
- 35, DUO / LORDS OF THUNDER
- 36. NEO•GEO / WORLD HEROES 2
- 37. NEO•GEO / VIEWPOINT
- 38, NES / SUPER TECMO BOWL
- 39. NES / TURTLES 3
- 40. NES / SUPER MARIO 3
- 41. NES / YOSHI
- 42. NES / MEGA MAN 5
- 43. GAMEBOY / SUPER MARIO LAND 2
- 44. GAMEBOY / ZELDA
- 45. GAMEBOY / MEGA MAN 2
- 46. GAMEBOY / DR. MARIO
- 47. LYNX / NFL FOOTBALL
- 48. LYNX / SHADOW OF THE BEAST



MORE ACTION

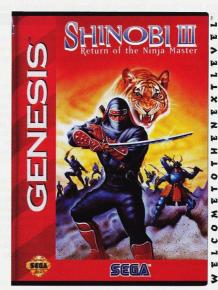


MORE MAGIC.



MORE LEVELS.

### MORE SHINOBI.



MORE THUGS.



### BUY IT. IT IS THE HONORABLE THING TO DO.

The way of the ninja is the way of Shinobi III. To master it you must possess great speed, a clear mind and, oh yeah, a Sega" Genesis." Now with seven levels ahead, you alone must face the challenge. And, in the words of the ancients, "May the wind carry your spirit..." Ah, never mind, just kick the bejeebers out of those bad guys.



...Street Fighter 3 Delayed...Capcom Unveils New SF2 Upgrade in Tokyo...Sega's 32-Bitter Gets New Name... ...New Virtua Split-Screen Coming to Genesis...Phantasy Star 4 Delayed...Sonic 3 Pushed Back to '94...

Say, kiddies, King Twinkie has returned with another heapin' handful of some of the best dirt the video game industry has to offer! The Q-Mann would like to begin this installment of gaming gossip with news on what is sure to be one of the hottest games ever created, as well as the inside scoop on Sega's new super system! So kick back and dig into the page, but be forewarned...the Q-Mann can be hazardous to your health...

...Super Street Fighter, a game that yours truly broke with last month in my special newsletter for EGM subscribers only, has undergone yet another name change according to my sources in the Land of the Rising Sun and is now testing under the title Street Fighter 2 - Hyper! The rumor on the streets of Tokyo is blasting Capcom for falling behind with part three of the SF saga so, to buy some time, they've opted to update rather than recreate! Why all the trouble? Seems Capcom lost some of their most toasty programmers to the boys over at SNK, so instead of a new game, the next Street Fighter will feature more of the same. Some of the changes you can expect in the new version include four new characters with their own array of moves as well as the ability to dress up your fighter in one of seven different colors! Although the changes are sure to stoke fans, the Q-Minator broke his jumbo when he heard from the Nob that the game is actually slower than the Turbo edition! More to come next month...The Q-Mann hears someone may be having troubles in franchise-land...

...Hold onto your ho-hos. Quarter-buds, this is where the dirt really gets good! My covert action teams have infiltrated Sega's most secure areas to pull out the most important word of the year; Saturn! Although EGM's head ed. got some good stuff on Sega's new super 32-Bit wonder-machine, the Quartermann got the true scoop on what has to be the most scorching console vet to come. The system will come fully equipped with not only a RISC-processing chip set (similar to the one Atari is boasting of in their upcoming Jaguar mega-machine), but also full compatibility with the Genesis! What's more, the hardware powering Sega's future is equipped with the same firepower found in the company's top-of-the-line coin-ops! You want Virtua Racing? With the Saturn system you'll feel just like you're in the arcade!...Speaking of Virtua, my main man inside Sega brought out some news that blew me away! The white shirts have created an incredible split-screen version of Virtua that will let two players go head-to-head! This zippy driver has some of the best graphics the Genesis has ever spit out and it definitely blows the big 'N's FX Trax off the road!...

...While we're on the subject of Sega, the Q would like to give a special nod to Al Nielsen, the marketing master who guided Sega through its darkest days to become a super-charged video game mega-power! Mr. Blue Shirt is off to Viacom where multimedia, more video games, and MTV await! All the best, Al., Grabbing my disguise, however, I was able to infiltrate the R&D facility and get the inside skinny on a bevy of new carts, including Phantasy Star 4, Columns 4, and a new video transfer game called Moonlight Serenada. With the exception of the last entry, both PS4 (which has been pushed back to April/May, 1994) and Columns 4 (which takes the place of Columns 3 because of its super four-player capability) both tasted great!...

...Sonic the Hedgehog 3 is dead for '93. Even though the big bosses of Sega had pushed to get the third installment of Sonic into stores before X-Mas, the programming team responsible for expanding the port from #2 fell apart. Trying to salvage some momentum from their spiky mascot, Sonic decided instead to build an entire cart around the Casino Night Zone from the previous titles and Sonic Spinball was born!...If all goes well, Sonic fans will be greeted once again with a day all their own! Sometime in November Sega will blast through another worldwide release for Spinball on Genesis, Chaos on the GG, and, if Uncle likes what the Japanese have done (the Q-Mann gives it wood-straight-up) even Sonic CD could manage to see the light of day this year!...

...Sticking with the Sega topic, the Quartermann has received confirmation that the Sega CD will be repackaged to sell for a slimmed down \$229 and come packaged with Sewer Shark (nice choice, Sega - what'd you do, make too many?). Although the machine WON'T get a name change to Sega CD 2 (as they've done just about everywhere else on the globe), it WILL get a new release later in the year...Sega is rumored to already be hard at work on a translation of their as-yet-unrelease Daytona Racing coin-op! This boffo driver is a blast, boasting some great 32-Bit graphics and a play mechanism that enables up to 40 people to face-off at the same time!...Finally, keep your eyes peeled on the sky during the Macy's Thanksgiving Day Parade for Sega's latest creation - a HUGE Sonic blimp set to cruise down Main Street!...On the 3DO front, Trip and Co. are still gunning for an October street date, probably with a reduced price tag around \$700. Also, if some special typing softs are completed on time, 3DO will also have a keyboard ready for the launch. The mouse, however, is a definite...

...That sums it up for this month, kiddies, so don't forget to plug in your joysticks and keep the slo-mo off! The Q-Mann will be back in 30 to deliver the best gossip around and give you a sneak peek at my private holiday shopping list. In the meantime, don't forget to check out my monthly column in HERO for more VIP info you won't read anywhere else!...

OUARTERMANN



# WHEN CONFRONTED WITH DANGER OPOSSUMS WILL OFTEN PLAY DEAD...







Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the

mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster

moves, flies and rides in new directions to escape opossum punishment. Will he hang

tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like

mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity

room, and Axle Gear's massive laser blaster.

That's only some of what awaits
Sparkster the Rocket Knight. So rustle up
some courage and launch into the most
animalistic action this
side of Zebulous.







# **SEGA UNVEILS 32-BIT SATURN SYSTEM!**

In a recent interview, Sega's U.S. president. Tom Kalinske, revealed that a new 32-Bit video game system has been in development for some time and that if they wanted to they "... could bring out a machine more or less tomorrow."

In the interview Kalinske eluded to the fact that the new machine would probably be named Saturn and that it most likely would be CD based. Whether the Saturn would have a cartridge port or not was still being debated at Sega.

He further pointed out that 32-Bit technology is nothing new to Sega as their arcade division has been producing 32-Bit machines for several years. In fact, at the Summer

Consumer Electronics Show in Chicago, Sega gave the industry a sneak peek at Daytona Racing. Officials stated at that time that this coin-op was running on their 5th generation of 32-Bit hardware!

So why doesn't Sega bring out a new game system? There are several reasons why.

First and foremost is the price. Kalinske stated that "I'm not interested in marketing any machine over \$500," Current 32-Bit technology is very expensive and Sega doesn't think that component prices will drop significantly in '93 or even '94.

Second, Sega wants to promote their CD format which was just introduced last year. They believe that

through some of the new CD technology, namely CinePak, the performance of that format can continue to improve. Officials at Sega claim that CinePak will improve the full-screen. full-motion video which has been less than enthusiastically received to date. CinePak, supposedly, has the ability to increase the number of onscreen colors from 64 to 512. Sega plans to incorporate the technology into the next batch of CD titles.

Sources at Sega have indicated that the new 32-Bit Saturn system will be partially downward compatible, at least in the fact that it will play Sega CD discs. Whether there will be a way, or even a need, to play older Genesis carts is still unknown.

# SUPER STREET FIGHTER 2 APPEARS IN JAPAN!

Sushi-X, our infamous Street Fighter freak, was wandering about his home country when he stumbled upon a test version of Super Street Fighter II in it's preliminary stage.

This incredible new version features four new characters. There's Deejay, he can be described as a fighting MC Hammer who fights in martial arts, kick boxing and even some break dancing. Cammy is a blond-haired woman wearing a beret and high-leg leotards. Fai Lon is a Chinese martial arts guy that looks similar to K. Dragon from World Heroes. Lastly there's T. Hawk, an American Indian dude that's as big as Zangief but looks to be a bit

faster him

Of course, all the old characters have been adjusted with new moves, some moves were deleted, and other various changes. Guile will have his long Sonic Boom delay sped up a bit. Guile now holds up his dead buddy's dog tag as a winning pose.

Ken's fierce Dragon Punch now burns opponents as his fist flames up and chars them! Ryu's fireballs have gotten bigger and looks like a huge quarter-moon blast when released. Balrog (Vega to you and me) has been given a bunch of new standard punch and kick moves. Zangief's spinning double lariet has

been removed, but there are a couple more powerful moves like a double German suplex and a mid-air grab & pile driver, Blanka looks more human. Chun-Li's Spinning Bird kick is gone but her fireball move is accomplished like a Sonic Boom, not the Yoga Flame, Her new fireball animation is bending down at the waist, hands forward with her back-side in the air. Dhalsim's Yoga Mummy is gone but his Yoga Fire makes opponents stand and burn.

Another interesting addition is that there are six colors available for each character depending on which button you press at the character selection screen. Pix next issue!

# Just Don't Smile When They Say You're Grounded...

Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milon's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.





## **3DO LICENSEES READY NEW TITLES!**

### AMERICAN LASER GAMES-

Become the 'stranger' and clean up the town that Mad Dog McCree has taken over. The action comes alive with full-motion video and an interactive story.



Mad Dog McCree

### **ELECTRONIC ARTS-**

Pilot an elite fighting machine on a mission to drive an alien force back to where they came from. Shock Wave combines full-motion video and high-speed animation.



**Shock Wave** 

### INTERPLAY-

Tired of boring, old chess games? Battle Chess is a competitive simulation where the pieces actually battle on the board. Try the 10 levels of difficulty for a real challenge.



**Battle Chess** 

### MICROPROSE-

CPU Bach creates a multimedia music box developed from mathematical algorithms. Each song varies in tempo, mood, and tone so you never hear the same song twice.



**CPU Bach** 

### PARK PLACE PROD .-

Experience real in-your-face football action. Set in a 3-D perspective, this football simulation title lets you control every aspect of the game like calling the plays and hiking the ball.



3-D Football

### READYSOFT-

The arcade classic lives on! Take the role of Dirk the Daring on a mission to save the lovely princess. Cartoon-like animation and creepy sounds bring the game to life.



Dragon's Lair

### SOFTWARE TOOLWORKS-

Software Toolworks invites you to take a tour of the zoo. Learn all about your fave animals and their natural habitats as you explore the various areas of the San Diego Zoo.



San Diego Zoo Presents... Animals

### SPECTRUM HOLOBYTE-

Star Trek fans have never seen a game like this! Beam down to planets, meet new civilizations, and set forth on involving missions. Realistic graphics will blow you away.



Star Trek: The Next Generation

### TRILOBYTE-

As anchorman Carl Denning, you travel to the Stauff Mansion in search of your old boss. Try to survive the terrors of the haunted Stauff Mansion and escape.



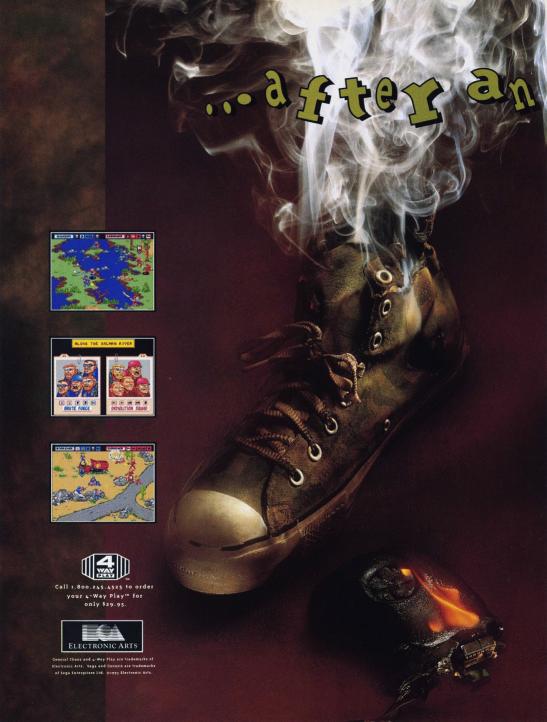
The 7th Guest Part II: The 11th Hour



My buddy

Quit

SMokin!





What Firepower! What Destruction!

What a Party! It takes a mercenary's

instincts and a warped mind to

command the forces of General

Chaos against General Havoc's storm

troopers in this manic 1-4 player

action game. Your enemies are tough-

dispatch one of four assault squads

to tenderize them. Charbroil them

with flamethrowers

or get a grip with

hand-to-hand combat.

Remember,

the only rule

is there are

no rules!

# Out Runners

Hola! This month's Leading Edge features Sega's new globetrotting racing game Out Runners. To the casual onlooker. Out Runners may look like a typical racing game. But looks are where the similarities to other racing games end.

For one, this game has a very whimsical nature to it. You get to pick your vehicle from over a half

dozen specially



special attributes such as handling. sheer power, quick reaction and other assorted goodies.

One or two players can race at once, so get a friend to join in! But make haste, because the time is running out for you to finish the circuit! Every second that you waste brings you closer to the end of your racing days! So hop into the driver's seat and put the pedal to the metal with Sega's Out Runners! Burn some rubber, dude!



Hurry up and finish the course before time expires or you'll be out of luck!

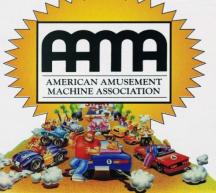
### · HOW IT RATES ·

Cool game! Sega must be commended for another impressive coin-op! The overall game play is great, featuring a ton of tricky courses with difficult and dangerous obstacles to overcome

The graphics are another strong point here. They are very crisp and feature some really incredible details like the animations of the cars and the other vehicles. The two-player mode adds intensity to the game as well.

Now the negative side: the only serious drawback is the inherent repetitive nature of the game play. Good job overall,

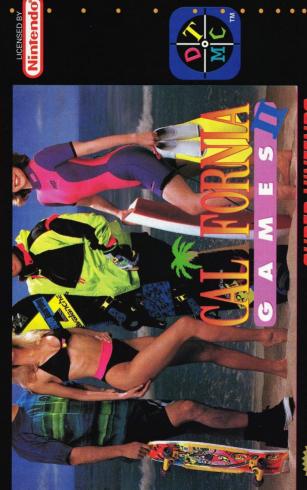






Sega's Out Runners takes you on a whirlwind tour of the globe! You get to race in various locales under some very stressful situations!

# IN RADIOALI





Snowboarding









Jet Surfing

1st "Ultimate Challenge Congratulations Winners

Snowboarding Erik Herman

Bodyboarding Ed Inglesby Skateboardding

William Smith

Larry Hlavacek Hang Gliding

# Air Combat



Lock onto that Bogie and splash 'em! Keep an eye on your weapons stores!

Here's one for all of you "flight and fight" simulation fans. It's Air Combat from Namco! This coin-op flying game is about as cool as they come.

From the moment you seat yourself in the realistically-styled pilot's seat, you know that you are in for some serious action. The audio system of this game has to be heard to be believed! Cranked up, the bass will literally go right through you!

The graphics are also extremely well done. This game is a good example of just how far vector graphics have come in the last five or so years. A great attention to detail is also apparent here!

The game play is cool, consisting of various missions which pit you against all manner of enemy aircraft. As the missions progress, so does the skill of your computerized adversaries. Take it from us, gang, they are definitely some of the toughest hombres to take to the skies!

To help you along the way, you are given a full compliment of superadvanced weapons systems like a stock-issue automatic cannon and a



The polygon-based graphics are surprisingly fluid, clean and realistic.

battery of heat-seeking missiles!

To give your missions an added sense of urgency, there's a mandatory time limit set which you must



meet to complete each mission. If you exceed this time limit, needless to say, your wings get clipped and your flying days are over!

With a great level of complexity, a high degree of challenge, truly intense audio, and some of the coolest use of polygon graphics around, Air Combat by Namco should prove to be a big hit in the arcades.

# World Rally

Ready for some rough and tumble road racing? If so, put on your driving gloves for Atari's World Rally.

Select one of the four different rallies to challenge. Each rally contains three stages with different road conditions and course structures. You get to pit yourself against various hazards including snow, mud and night driving. Other obstacles include bridges, jumps and hairpin turns.

Essentially, you must complete



Each rally is composed of three separate stages, each with different conditions.

each course within the sixty second time limit in order to compete in the next race!

One player can play at a time, but two may play in an alternating fashion. This method of play can even <u>add</u> to the overall excitement of World Rally.

Take a shot at endurance racing at its finest. Check out World Rally by Atari as soon as possible. Just remember not to spin your wheels too much!

## Tap Into a 4-Player Quest

rab your Sega 4-Player "TAP." Gauntlet™ IV has

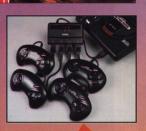
arrived...and this time, you'd better bring your friends!

The title that defined video-game adventure is now the first to utilize Sega's new 4-Player "TAP."

Just like the arcade classic. Gauntlet™ IV lets you team up with up to three of your buddies as Thor, Thyra, Merlin and Questor-and blast more Grunts, Ghosts, Demons and Lobbers than ever before. There's even a special 4-Player head-to-head mode so you can turn against your friends in a winner-take-all battle royal!

Gauntlet™ IV has arrived. Tap into the 4-player quest...and bring your friends!





First

for Segg's 4-Player Adapter



Choose your path carefullythat door could be the last you ever open. Boo!



You want the treasure...but is it worth the risk? Too bad you couldn't become



really ruin your day. Next time bring back-ups!











Blaze demonstrates her new Side Kick Attack. Skate delivers a Head Butt and Elbow Smash Combo.

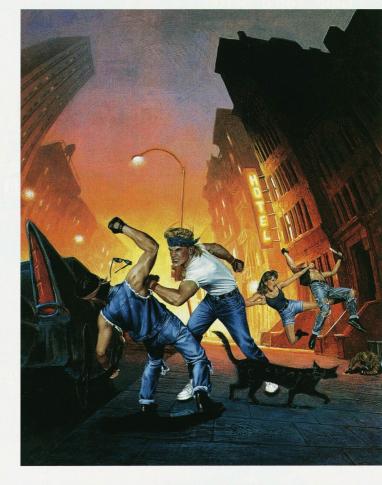
### STREETS 2



Skate's Migraine Attack is a major headache for these punks. Use the Corkscrew Attack on the bikers lurking around the corner.



Blaze's deadly Kikousho Attack can even the odds. Look for power-ups and weapons inside the trash can and other canisters.

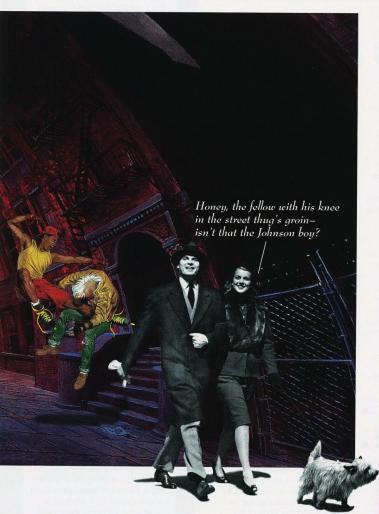




If Skate's Double Side Kick doesn't put out that fire, try the Migraine Attack. Axel goes on a rampage when he gets his hands on weapons like the lead pipe.









Axel's Grand Uppercut is the key to reaching Mr. X. Vanquish your foe once and for all with the Dragon Smash.



Skate, Blaze and Axel of Streets of Rage" 2 have all their tricks from the Genesis" version, plus a completely new maneuver. Good thing, too. Cuz if they're going to bring peace back to the streets, they're going to have to go through Mr. X. And he's not feeling very neighborly.



# Your Qs R My Life

Greetings, faithful petitioners. I know it's hot in here, but we make up for it by refrigerating the examination rooms. Just kidding. But seriously, gang, don't you wish every visit to a doctor's office was as painless as this?

Anyway, we have lots of people here with questions, so let's have our first patient turn his head and cough out that Q:

Q: I have a friend who works for [a prominent electronic entertainment publisher] and he tells me that Electronic Arts is going to make a 4-player adapter for the Sega Genesis. Is this true? If so, what games will it work with? Also, I heard that Sega was also producing a 4-player Genesis adapter called the "Turbo Tap" or something like that. Is this also true? Will the two adapters be compatible and how do they work?

Stewart Preston San Mateo, CA A: Your friend was right, Stew. EA indeed has a 4-player adapter which will work with a variety of games already in development as well as Bill Walsh College Football and General Chaos.

It's also true that Sega produced the "Tap" peripheral, but decided not to market it in the U.S., so Tengen is thinking about using it for its sports games. Both adapters plug into the existing slots but offer four inputs across the front of their casing. According to EA, unfortunately, the two adapters are not compatible.



EA's four-player adapter can be used with games such as Madden '94.

### LETTER • OF • THE • MONTH

Q: I'm planning to purchase a Duo. Since the TG-16 CD Super System card is used to increase storage, couldn't a person use it on the Duo to lessen access time? If not, why?

> William DeBoer Palmyra, MO

A: Can't be done, William, for a very simple reason: the Duo already duplicates all the technology and functions of the Super System card. Therefore adding it to the Duo would simply be redundant—i.e., doing something more than once.

Q&A QUICKIES: Jeff Friedman from (I kid you not) Niceville, FL, is looking for 16-Bit boxing action since he was so impressed with Evander Holyfield Boxing on the Genesis. Whatsamatter, Jeff, things too "nice" down there in Florida? In any case, a couple of interesting new 16-Bit pugilistic simulations were shown off at the recent Summer CES, including Riddick Bowe Boxing from Extreme and a game based on The Ring magazine license, called Legends of the Ring from Electro-Brain... Steven Chuang, meanwhile, of Cupertino, CA, wants to buy a Game Genie for his Genesis but is concerned that it might hurt his system. Not to worry, Steven, the Genie is approved by SOA and was shown at the Sega booth at CES. Besides, if the Genie did any system damage, Galoob never would have escaped the Nintendo suit, which Galoob won. By the way, to those readers who expressed concern over the Game Genie's future after reading about Camerica's financial ills, don't sweat it. Camerica handled Genie distribution in Canada. It's a Galoob product, and Galoob will continue to support it. And the Game Gear Genie is the coolest looking peripheral yet!... Matt Frauenhoffer, St. Louis, MO. wants to know about the future of SFX games. Well, Matt, the only new SFX product shown at CES was Nintendo's rather unimpressive race game. FX Trax. However, the Big 'N will be making the chip available to third-party developers down the line. Expect SFX products to cost at least \$10 more than usual, though... Which finishes us off, gang. Send those letters to: Game Doctor (EGM) 330 S Decatur, Suite 152, Las Vegas, NV 89107.

# NO. FOR THIS! A PREPARE YOURSELF



ICKYBOD CLAY



BLUE SUEDE GOO



BAD MISTER FROSTY



BONKER



HELGA



**TAFFY** 









# TECMO® SPORTS

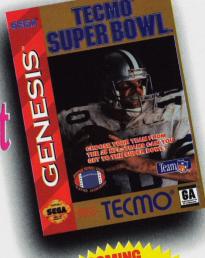


Having Tecmo Super Bowl

is like having

a season ticket

to the NFL.



Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.

- NEW UPDATED ROSTER!
- NEW TOUCHBACK FEATURE!
- DIVE OVER THE TOP FOR A TOUCH DOWN!



In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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Tecmo Super Bowl for the Super Nintendo Entertainment System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.





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# TECMO SE

# SPORTS

TECMO®

16
Bit

# INTERNATIONAL NEWS

### By Terry Aki

Howdy kids, I've been running myself ragged to bring you up to date on the latest word from around the world. As usual, my favorite spot is Japan, where the Big 'N just announced some new titles. One is called Sound Fantasy, but I have no idea what it's about. (A music program maybe?) Fire Emblem, another Super Famicom game, will be coming out as well. Expect this one to be a military sim/RPG. There was also news of a few new GameBoy carts like Super Mario Land 3. Kirby's Pinball, and even an old classic: Donkey Kona!

Other hot new games to look for include Konami's Legend of Mystical Ninja 2, and Twinbee Rainbow Bell Adventure, Data East's Joe & Mac 3, Taito's Sonic Blastman 2, Square's Galblaze (action game), and Sunsoft's Lemmings 2. It looks like sequel city to me.

As you can tell, getting all this stuff wasn't easy, so I think I'll take a short and quiet rest. Until the next time... Sayonara.



### HUMAN

### **BARI-ARM**

MEGA-CD

CD

CD-ROM

For those of you gamers looking for hot shooting action on your Mega-CD, and have easily blown through most high intensity shooters, try taking a look at Bari-arm. It's a sure-fire trip.

Take to the realms of space, and combat a vast enemy armada. You control a ship that can morph into a giant mech. You have the opportunity of picking up one of four special weapons. These provide major firepower.

You start off by fighting the enemy forces on Ganemede, and once they are repulsed, you enter one of their bases called the Gravity Pagoda. It is a dangerous trek through a heavily armed fortress. If you survive, you have to cripple the enemy fleet in level three. A word of warning: the Zeus armies have made vast technical improvements. They have giant mech bosses that can tear you apart.

This game sports some cool graphics and some great cinemas. If you love shooters, this one would be a wise choice, as it is totally intense.





Cinemas greatly add to this cool CD shooter. They are a sight to see!



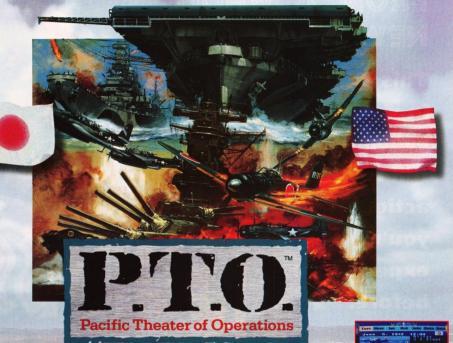
Depending on your form, your special weapons do different things.



Take on the Zeus fleet with the lightning quick fighter.



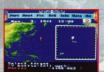
# IT'S TIME TO PICK A WINNING TEAM!



ITS 1941 and the U.S. and Japan are preparing to clash. The goal is to control the Pacific! The game schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. Both teams have great captains, fantastic rosters and the best equipment around. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays that will amaze their opponents. But don't count out the other team quite yet. The Japanese carrier force can quickly make up lost ground by running secret plays or handing off tough missions to their top-notch kamikazes. The starting

> gun is about to fire. It's time to pick your team colors and hit the battlefield. Good luck!





LABLE FOR SNES & SEG



KOEI Corporation, 1350 Bayshore Highway, Suite 540 Burlingame, CA 94010







KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

# PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

This is first-person, in-your-face, eyeball-to-eyeball, full-motion 3-D action like you've never experienced



THE STUDIOS, INC. & AMBL

### JP in 3-D.

If the movie shook you, Jurassic Park for the Super NES will rip you apart.



Ocean of America, Inc. 1855 O'Toole Avenue San Jose, CA 95131 408-954-0201

before.

# ENTURE OF ALL TIME ...



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



TERTAINMENT, INC.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.



ALSO AVAILABLE FOR Nintendo

AND GAME BOY





## INTERNATIONAL NEWS

#### **SOCCER FEVER**

Without a doubt, the hottest tickets in Japan right now are those for the J-League soccer games. J-League, Japan's first pro soccer league, kicked off its inaugural year in a big way with enormous sell-outs at every match to date. In fact, with fast aggressive playing styles and the involvement of such international superstars as Britain's Gary Linneker and Brazil's Zico, J-League soccer has easily eclipsed baseball as Japan's favorite spectator sport.

Sega is a major sponsor of one of the ten J-League teams Ichihara JEF United. The Sega



Namco's Prime Goal game takes advantage of soccer's popularity.

logo is displayed proudly with a picture of Sonic booting a ball.

As can be expected, soccer video games are coming out at fever pitch. Many feature the



Soccer is fast becoming the world's most popular sport.

J-League, like Sega's four-player
J-League Pro-Striker, and
Namco's Soccer Prime Goal.
Soccer has hit in a big way!

#### **MAGIFACT OF JAPAN**

#### **ZOKU: THE LEGEND OF BISHIN**

SUPER FAMICOM

UNK. MEG

CAPTRINGE

In the year 2020, Japan is ravaged by monstrous earthquakes. The ruined husks of Tokyo and Yokohama are ruled by savage gangs (Zoku) on wheels, the toughest and fastest being Bishin, a team composed entirely of women. Your lover has been taken hostage by the Bishin. To save your lover, you battle it out in rad Mode 7 races and deadly street fighting duels to the death. Original, isn't it?



Race to the fight in a car that has a need for speed. Watch for hazards!

It's time for standard fighting at its best. Beat up some really nasty fighters.



#### SEGA OF JAPAN

#### MIDNIGHT SERENADE

**MEGA-CD** 

CD

CD-POM

An interesting concept is coming out for the Mega-CD. Similar in style and form to the ever popular 7th Guest on the computer CD-ROMs, this game makes you feel as if you are really trapped inside a haunted house. You see the whole game through the eyes of a child, while experiencing all the fears and thrills.

The house you explore is gigantic, and strange things lurk within the darkened hallways. If you want to escape, you must solve puzzles, and keep your wits about you at the same time.

This game is simply marvelous. The scaling effects and overall story line make this, in a sense, a form of virtual reality. It plays well, and there is plenty to interact with. Definitely a must-see.



A golem stumbles slowly after you, seeking another kill for the day.



The house awaits your trespassing.
It needs a few more victims.



Climb the stairs to progress further through the interior of the house.



Certain doors should never be opened, but what do they contain?

TAKE COMMAND
OF COMMAND
THE

**WAR MACHINE!** 

atisfy your appetite for CD firepower and climb aboard Robo Aleste.
The fully animated cinematic intro
and pulse-pounding digital soundtrack will
fuel your fire, but the enormous level
bosses and their devastating weaponry
will fire you up!

As the most decorated officer in the White Fang Ninja Force, it's up to you to command the infamous Robo Aleste War Machine. Avenge the barbarous wrath of the savage warlords who have ravaged your once supreme clan.

Come home a hero...

or don't come home at all!



#### FIRE UP YOUR SEGA CD WITH OVER 500 MEGS OF SCORCHING ACTION!



Level Bosses abound!
Some breathe fire, some launch tornadoes...and some prefer to skewer their opponents with double-edged Ninja blades.



Battle the elements and use your microwave dispersal beams to hose down the Chugoku Warlords' deadly, motion-sensitive electric centinedes.



Super weapon pick-ups along the way give you awesome firepower including flash phasers, blooming flower grenades and shuriken homing stars.





SEGA CD

#### INTERNATIONAL NEWS

### MORE CHANGES IN VIDEO GAME CONVERSIONS...

Most of of us all know of the changes in Ghouls 'N Ghosts (the crosses removed), and those of Sonic (the Japanese one has more parallax.), but did you know about these two?

The awesome game of Final Fantasy 2 that we know and love had two versions come out in Japan. Yup. And guess which one we got? The harder one has more difficult enemies, and an overall longer quest. There are more magics, and strange artifacts. A girl even sheds her clothes in this one!



This girl throws off her clothes in the Japanese "hard" version!

Cybernator is a cool action /shooter, but in the Japanese version (Assault Suit Vulken) there is an additional cinema scene. Inside the Capitol, you meet the enemy president, and





Break through the Capitol, and find the enemy's president!

he commits suicide.

I think it's interesting to see these changes. I'd like to show more. What do you think? Do you think this info is cool?

#### TOSHIBA EMI OF JAPAN

#### **BATTLE MASTER**

SUPER FAMICOM

UNK. MEG

CARTRIDGE

Can't get enough Street Fighter 2-style brawlers? The latest one-on-one fighting game comes from Toshibi EMI who made Super Back to the Future 2. You get a choice of eight characters, all with special attacks, including a cyborg, a werewolf, an alien, a martial arts expert, and a couple of beautiful ladies with thunderous thighs. The player can go alone and face Xeno, the ultimate enemy, or fight a friend.



With a wide variety of fighters to choose from, it takes skill to master them.

Each character has some really dazzling special moves to do on his or her opponent.



#### TAKARA OF JAPAN

#### **ARMORED TROOPER VOTOMS**

SUPER FAMICOM

8 MEG

CADIDIDGE

This majorly cool 3-D robot shooter is based on a classic TV anime series that helped fuel Japan's mech craze that continues to this day. All the characters appearing in this game are rugged walking tanks called Armored Troopers. Your job is to pilot an AT in a wicked 3-D battle against other ATs on a smooth scrolling Mode 7 terrain. As the same DSP chip as Super Mario Cart is used, you can bet on extremely fast and intense run and gun action over eight radical stages. You can go it alone against hostile ATs, or slug it out with a friend in a split-screen viewing mode.

For a blitzkrieg of heavy metal action, this game looks to pack one mean punch!



The ground scrolls by quickly and smoothly. It's really impressive.



Line up the enemy in your sights, then blast him.. It's a fight to survive.



In war, sometimes it's better to run than to fight against horrible odds.



When the enemy is down, go in for the kill quickly, or you'll risk being slain.

# GET YOUR KICKS WORLD CUP ON THE GOLD

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition eyer available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a sereamer past a gutsy, Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian mpl-fielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and oring home the World Cup!



graphics and action ever on the Game Gear.



Goal kicks, shuffle passes, penalty kicks, defensive slides...do it all in a four-team elimination race for The Cup.



Mexico... Select your squad from 24 of the most recognized soccer forces on the globe.







Link up with





## THREE MORE TO GO...AVAILABLE NOW!



More customers, more neighborhoodlums and more windows to break than ever before!



Rescue the fair Princess through 12 levels of sword-swinging adventure!



GAIVIE GEAR Super Space Invaders

They're bigger, meaner...and ready for another massive intergalactic invasion!

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## INTERNATIONAL NEWS

#### COMING SOON: THE PC ENGINE ARCADE CARD!

NEC Home Electronics will be launching the PC Engine Arcade Card, a D-RAM card for use with their Super CD-ROM units that packs 16 megabits of memory. Together with the 2 megabits of memory of their Duo or SCD systems, the card will jack up the total memory to 18 megabits. With that kind of memory, the frequency of CD access should be sharply reduced. The card can also be used with the older PCE CD-ROM together with a Super System Card, and a special adapter.



The old Super CD-ROM System card will soon be outdated.

The card is tentatively priced at 12,800 Yen ( about \$110), and slated for December release in Japan. Hudson is said to be hard at work on CD versions of Fatal Fury 2 and Art of Fighting.



A favorite of mine, Fatal Fury 2, is rumored to be in the works.

The card is sure to make these CD systems the best out there. With the possibility of better games on the horizon, I simply can't wait!

#### TAKARA OF JAPAN

#### **SUPER GAME OF LIFE**

#### SUPER FAMICOM

UNK. MEG

#### CARTRIDGE

Life is just one of those games that lends itself so well to a video game system. Just like in the classic board game version, you simulate the average human life-span. You can become filthy rich, or extremely poor. All sorts things will happen, but the only two things certain are death and taxes. The video game version has plenty of humorous cinemas to speed it along. It looks good, and should come over here.



Once again, a board game makes it onto the video game format. This works!

You start out like everyone else: poor and uneducated, but willing to advance.



#### **HUDSON OF JAPAN**

#### FUUN KABUKI

SUPER CD-ROM

CD

CD-ROM

Fuun Kabuki follows the exploits of Danjuro Kabuki, an extravagant playboy who first appeared in the second installment of the monstrous Far East of Eden series of RPGs. This game is not the third in the series, but rather a side story on its own.

In this game you get tons of awesome cinemas, complete with recorded speech by noted cartoon narrators and one of Japan's hottest young actresses.

This game features a long complicated story line set in mystical Japan, hundreds of years ago. Fuun Kabuki is filled with deadly monsters in creepy caverns and majestic castles.

Due to the costs of translating and voices, this one probably won't come here. It's a shame...



The hero prepares to finish off some really killer foes in this cinema.



The whole battle turns out to be one big staged play!



# "I'M NOT A FIGHTER PILOT, BUT I CAN PLAY ONE ON T.V."

t's an impossible mission: Disable Al Tamas and destroy the Kharham nuclear power plant. Yet somehow, sitting

Contract Con

behind the controls of the notorious MiG-29, the odds seem in your favor. Fly to the heavens and raise some hell...in the fastest-scrolling flight sim ever on the Genesis TM.



You're in the cockpit with complete instrument panel, featuring radar and eject button...just in case!



Fly six grueling sorties over land and sea. Use your AS-8 guided missile to take out menacing gunboats.



Pull some serious G's and disarm the massive Arzarian arsenal, which boasts over 30 live SCUDS.



Sold and marketed in America exclusively by:

TENGEN



D()MARK



These skies are anything but friendle Don't be surprised if you wind up it a dogfight with an enemy fighter.

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#### INTERNATIONAL === NEWS ===

#### SEGA'S JAL MEGAJET TAKES TO THE SKIES...

As of July, first class and business fliers on international flights of Japan Air Lines (JAL) can enjoy top Megadrive games on the specially developed JAL Megajet. The Megajet is essentially a compact Mega Drive with an integrated controller. About eight inches wide, the hand-held unit features a slot at the top for accepting Megadrive carts. It is hooked up to an LCD TV unit which is fitted in every seat. As the TV is stowed away during take-off and landing, there is no concern about it interfering with



Megajet takes the Mega Drive where it's never gone before.

the aircraft's vital flight instruments. JAL will make six hot games available for loaning, and you can also play your own games as well.

Unfortunately the Megajet will



With the ban of electronic games on many flights, this is a welcome sight.

not be available for the public. So if you want to play it, you'll have to fly with JAL internationally. Is it worth trying? You make the decision.

#### **HUDSON OF JAPAN**

#### **BOMBERMAN** CD

#### SUPER CD-ROM

Bomberman is a major favorite around here at EGM. It's addictive game play keeps us playing for hours. (If you don't believe me, try it yourself, along with a few friends.) The latest in this hot series takes new steps to make this the greatest Bomberman ever! New features include

beasts to ride upon, and new

other quy. Don't miss an

opportunity to try this one!

ways of propelling bombs at the



Look closely. and vou'll see that the Rombermen

blue critters.

CD-ROM

Move over Street Fighter! Bomberman '94 explodes with all-out street wars!



#### TAKARA OF JAPAN

#### **IRACLE GIRLS**

#### SUPER FAMICOM

8 MEG

CARTRIDGE

Here's a really cute action game that's a lot of fun without having to resort to the usual violent blood, guts and gore that horrify parents. Based on a popular TV cartoon series, this two-player game places Mikage and Tomomi, two high school students with psychic powers, in a fantasy world of bright colors and delightful enemies. The two girls have set off on their wondrous quest to save their kidnapped friends. Along the way, they encounter all sorts of strange enemies. What's neat is that the girls throw candy to get past their foes. You see, they slip by while the monsters are chowing down. Bosses are defeated by playing reflex or puzzle games. Great for younger players, especially girls.



Mikage explores the cartoony land in the clouds. Are her friends here?



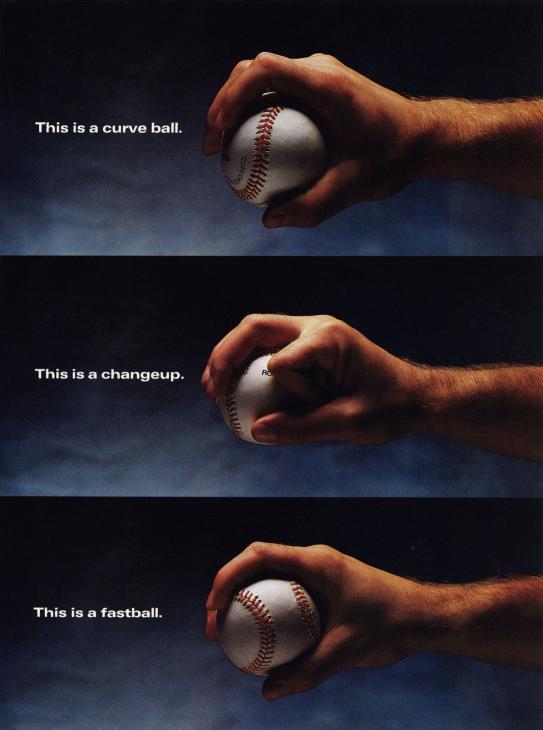
Here is another game featuring a girl as the main character.



The graphics are very colorful and there is a lot of parallax scrolling.



Two players can compete in this game. It's a nice feature, isn't it?







Humans and robots actually play side by side. Just be warned, the action is so fast and furious, your control pad might actually melt in your hands.



Exploding crackers dot the outfield. Hit one of these babies and, suddenly, you realize the bases aren't the only thing that's loaded.



Some of the coolest 16-meg graphics and digitized sounds ever on the Genesis. You'll definitely know if you're safe. Well, as safe as you can be in Super Baseball 2020.

Konan, pitcher, Battle Heroes: 156 mph fastball.

It's baseball, but it ain't hot dogs and apple pie anymore.

The smash-hit arcade game, Super Baseball 2020 comes to

Genesis. One or two players compete at mind blowing speed.

Just try and keep up with it.

Manning management







CAPCOM

#### STREET FIGHTER II TURBO

#### **SUPER NES**

#### FIGHT WITH NO SPECIAL MOVES

How would you like to make the hottest fighting

difficult? You can with this



game around even more



Now, see how good you are without the Dragon Punch!



Chun Li must rely on her kicks and fast moves to win.

special code. When the Capcom logo appears on the screen, enter this specific code: DOWN, R button, UP, L button, Y, B. Make sure to enter this code before the Capcom logo fades out. After entering the code, you will hear musical tones that indicate the code worked. Now. press START, set your options, and choose Turbo or a Normal game. Now



What?! No electricity or roll? What's a Blanka to do?

pick Game Start from the Title screen and choose any character. This will not work in the VS. mode. When you go into the game and fight any character, your computer opponent will have all of his special moves, but you will be without any of your special moves for any character you choose. Beat the game and look for a special ending.



Try using this Sagat without his special moves. It's tough!

CAPCOM

#### STREET FIGHTER II TURBO

#### SUPER NES

#### **6 FASTER TURBO SPEEDS**

This incredible trick will allow you to choose six faster speeds in Turbo mode for a total of ten hyper speeds! To do this trick, you must have controller 2 plugged in. As soon as you turn the Super NES on, wait for the Capcom logo to pass. Then as the huge word "TURBO" scrolls across



the screen, take controller 2 and press DOWN, R button, UP, L button, Y, B. You will hear musical tones indicating the trick worked. Now, get to the Title screen indicating three choices: Turbo, Normal or Option. Move the cursor next to Turbo and

continuously press RIGHT on the control pad. You will now see that you can increase the stars past the initial four, all the way up to ten stars! The highest star setting in this mode is insanely fast!

Pat Dolan Rockford, IL



#### BULLET PROOF SOFT. SUPER NES

#### YOSHI'S COOKIE

#### **4 NEW VS. MODE CHARACTERS**

If you would like to play against four new characters in the VS. mode, do this trick. On the Title screen, select the VS. mode. When you get to the VS. options screen, set the mode on COM, and then press and hold these buttons in this order: L button, R button, and X. With all of these held, press the START button. You will hear the game say,

"Yoshi!" Now press START and you will get to the character selection screen. Choose your character and name him/her. Now, choose your opponent and start the game. When you begin, you will notice that your opponent character will turn out to be a different color. This alter ego colored character will prove to be a much more difficult character to



After selecting the VS. mode, set it on COM and do the trick.



You will be able to access 4 difficult alter ego characters.





ACCLAIM ALIEN 3
SUPER NES LEVEL PASSWORDS

Here are the passwords for every stage in the movie-to-game conversion of Alien 3.

STAGE 2: QUESTION

STAGE 3: MASTERED

STAGE 4: MOTORWAY

STAGE 5: CABINETS



When you start the game, choose the Continue option.



Put in the password of your choice to enter new levels.

#### STAGE 6:

When you begin your

game, press START to skip the introduction. This will take you to a menu with three choices. Pick the Continue option from this menu and press START. The Password screen will appear. Choose the appropriate code to access the level you want to play. The Trickman will leave the password for the ending of the game up to you to find. We've taken you this far. You can do

the rest.

play against. Once you are trapped by one of their Events, they will last (at least) twice as long as the normal character's events. Use this code only if you want an incredible challenge!



Greg Graham, Ida Grove, IA



□ 1993 IREM

#### NINTENDO SUPER NES

#### **SUPER MARIO ALL-STARS**

ARS \*\*

\* \*

1) - 12 13 14 21 22 23 24 51 52 53 54 61 - 42 - 54 - 44 == SUB 14 52 52 51 54 55 52 - 51

#### WARP 1-2 TO WORLD 2

Find this at level 1-2 where Mario can jump onto the stairway of bricks. Run along the top and jump across to the warp.

#### WARP 1-2 TO WORLD 3

Look for the special brick (circled in the picture) and this will lead you to a vine. Climb the vine and go right to find the hidden warp.

#### WARP 1-2 TO WORLD 4

From the top of the bricks, fall onto this pipe and go in. Go right until the lava. Reveal the hidden blocks to get the warp.

#### WARP 3-1 TO WORLD 1

Use the spring and the jump button on level 3-1 to propel Mario over the flag, past the next entrance and to the world 1 warp zone.

#### WARP 5-1 TO WORLD 6

Find a pipe with a bonus mushroom in it to make Mario big. Refer to these scenes to climb the hidden vine. Go right for a warp.

#### WARP 5-2 TO WORLD 7

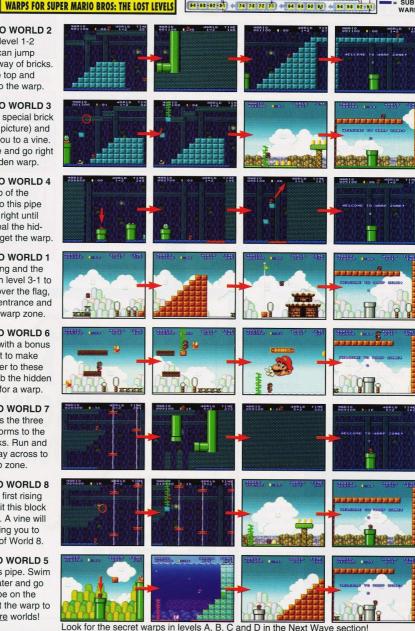
Jump across the three elevating platforms to the top of the bricks. Run and jump all the way across to get to the warp zone.

#### WARP 5-2 TO WORLD 8

Jump on the first rising platform and hit this block (circled in red). A vine will come out leading you to the beginning of World 8.

#### WARP 8-1 TO WORLD 5

Go down this pipe. Swim through the water and go through the pipe on the right. You'll get the warp to 5. Look for more worlds!



#### WWF ROYAL RUMBLE

#### SUPER NES

#### **GAIN THE ADVANTAGE**

This awesome trick will give you the advantage over the wrestling match. First, start the game and pick Tournament mode or One Fall mode. Next, choose your character and your opponent. When the match starts, try knocking down your opponent so he will not be in the way. Next, position your wrestler in line and level with the referee. At this

point, press and hold the Y button. If you hold it for a long enough time and the referee doesn't move, your wrestler will run straight into the ref, and knock him down. This will give you a chance to take down the other wrestler's life bar with cheat moves. While the ref is lying on the mat, move next to your opponent and press the top L button to do an eye gouge



You can do the trick in the One Fall or Tournament mode.



Use the cheat moves to your advantage and go for the pin!





#### SOFTWARE TOOLWORKS SUPER NES

#### **MARIO IS MISSING**

#### **GET TO THE LAST BOSS**

First, go to the Title screen. Choose "Continue Search." Seven round spheres will appear under this option and you will be able to enter the last boss



At the title screen, pick the option to "Continue Search."



Enter the password within the red spheres underneath it.



This will take you to the last boss. Now, rescue Mario!

password here:

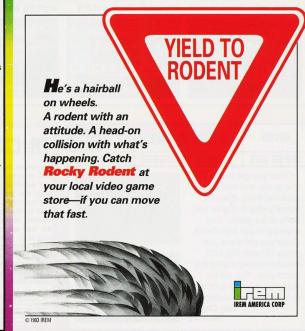
#### ZPF\*M86

This great code will take you all the way to the last boss of the game. You will have to jump on his head six times to defeat him. If you succeed in doing so, you may exit via the door that the boss came in. After a long and difficult search, you will be able to free Mario and be rewarded by watching a spectacular cinematic ending to the game.

and the top R button to choke the other wrestler. You can take down your foe's life bar immensely with these moves, and you will gain the advantage to go for the pin and win!



Dave Homenuk, Ontario, CAN



#### CYBORG JUSTICE



**GENESIS** 

#### SECRET OPTION MENU

This trick will give you an awesome, new option menu in the middle of the game! First start your game. Next, make your cyborg in the assembly room. Go into the actual game and pause it after you begin game play. At this point, press these buttons very quickly in this order: C, B, B, C, C, A, C, B. If you have done this correctly (keep trying), a

brand new options screen will appear. These options are incredible, as you can do so many things such as change your weapon. select your level, increase your lives (up to 255!), restart the level, choose the game mode, add or take away players, record your own demo and much more!

> **Kevin Awalt** Somers, N.Y.



In this room, make your cyborg and start the game.



In the game, pause and do the code for the secret options.



BULLET PROOF SOFT.

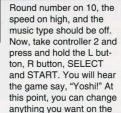
#### YOSHI'S COOKIE



SUPER NES

#### **SELECT EXTRA ROUNDS**

You might have thought that this game stopped after you completed Round 10. But there is a code after completing the stages within these rounds to play up to round 99! To select these extra rounds. use controller 1 and choose the Action option from the Title screen. On the Action menu, put the



Options screen to the preferences you desire. Now you can change the Round past 10; all the way up to 99! This means hundreds of new levels are at your disposal! The cookies are now game characters too!

**Brian Carroll** Prattville, AL









**ATLUS** 

#### **SUPER VALIS IV**



#### SKIP TO HIGHER SECTIONS

Once you get to Act 3 of this game, you can do an amazing thing. You can actually skip to higher sections of the game. You must be at Act 3 or above. Once you get there, just press UP and SELECT simultaneously during the game play. You will be automatically transported to the very next section.

> **Gary Cheung** Mesa, AZ



#### TRICKMAN IS GROUNDED!!

It appears that our hero of the highway has gone too far, too fast, once too often. After leaving a long trail of speeding tickets and accident victims, Trickman's auto insurance company has given him a pink slip. To get a new policy will cost mega-bucks and the only way poor Terry will be able to afford it will be to cut back on his food budget! That means he is back to his spam and twinkies meals. He also has to be a good driver for a while and the only way to get him to concentrate a little more on his driving is to make his job as Trickman as easy as possible. How about it? Send him your best. If we use it, you'll be immortalized in the pages of EGM and get a game for your favorite system\*! What are you waiting for? Send your gaming goodies to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

#### **MORTAL KOMBAT**



GENESIS

#### **ALL BLOOD AND FATALITIES**

You may have thought that the blood was taken out of the Genesis home version of Mortal Kombat. Well, it's no more Mr. Nice Guy, because this code will give you all of the blood and original fatalities as they were meant to be, from the arcade! When you see the screen come up that talks about "Codes of Honor," do this code with controller 1: A. B. A.

C, A, B, B. After you do this, the words on the screen will have a red tint, and you will hear Scorpion's voice say, "Get over here." This will confirm that the trick worked. Choose your characters for a one-or two-player fight. You will now notice that when you do certain powerful moves, the blood will fly! If you do a fatality to your opponent (depending on the charac-



At the "Codes of Honor" screen, do the trick.



This will turn the words red, and you now have blood.



**ARENA** 

#### **MORTAL KOMBAT**



**GAME GEAR** 

#### **ALL BLOOD AND FATALITIES**

It's true! Now you can put in a code to give you the blood and fatalities on the Game Gear portable system! To do this, wait for a few screens in the beginning of the game that talk about "Codes of Honor." When you get to the last screen that asks you if the game contains any codes, press the pad and the buttons in this order: 2, 1, 2, DOWN, UP. You will then be con-



Look for this screen and then put in the code for blood.



All of the gore has been kept intact. Finish him!

firmed that the trick worked. Play a normal game with any character

and start fighting. You will see that with certain powerful moves, the blood will be flying! The fatalities are also more like the arcade version with this code. Hook up a cable and another Game Gear. and you'll have a twoplayer portable fighting fest including the gore.

Note: The trick was done on a pre-production copy of the game. This trick may be in the instruction manual or may be changed in the production copy of the name. ter), you will notice that some of them have changed, and have more gore than before!

Note: The trick was done on a preproduction copy of the game. This trick may be in the instruction manual or may be changed in the production copy of the game.



Use this code to perform the fatalities with all of the gore!



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He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for Rocky Rodent!

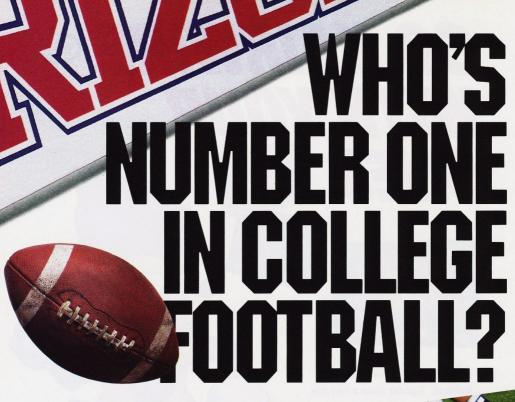
Nintendo Nintendo

SUPER NINTENDO.



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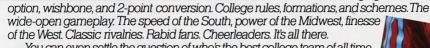


Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football.™

It's the game that lets you pit the best 24 teams from '92 against each other. Like Alabama, Miami, Washington, Florida, Michigan, Stanford, Georgia. And see

who's in a class by itself. Bill Walsh

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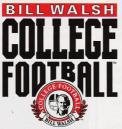
You can even settle the question of who's the best college team of all time. Because the game also includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83,

anis like Alabama 78, Pilisburgh 80, Nebraska 85, Aubum '83, Oklahoma '85, and Colorado '90.

Only from EA SPORTS. 4-Way Play\* lets four players compete at the same time: 2 on 2, 3 on 1 or 4 against the computer. Perfect for tournament play. Call 1-800 - 245-4525 to order yours for only \$29.95







The SEGA" GENESIS" SYSTE







MADDEN

Run all the classic college plays. Like a highstepping tailback behind a wall of student body blocking.



It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.



Now the hits are bigger than ever If you turtle the running back, he stays on his back.

The action's never been more in your face. Reverse angle replay and panning stadium cams deliver a closer view of the field. So the players are bigger, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.



If it's in the game, it's in the game."

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#### NEW SOFT NEWS

Still overwhelmed by the sheer number of new games at the Summer CES, we continue to bring you more news on the latest developments from around the country.

Sega is increasing the number of Game Gear games with some really big name titles. Expect to see Ren & Stimpy in Quest for the Shaven Yak, and X-Men fighting Magneto again.

For the Genesis, Shadowrun, an action RPG, and Ranger X, a top-notch action game, will be brought out by Sega.

Did I mention that Jurassic Park for the Sega CD is nearing completion, and looks better than ever?

The Super Nintendo seems to getting stronger all the time with a whole slew of hot new titles coming out soon.

The third in the Star Wars game series by LucasArts; Super Return of the Jedi is on the drawing boards.

Really big news is that Tecmo has announced that they will be making Super Ninja Gaiden,

d it could be ready by the 4th uarter of 1993!

Electronic Arts is hard at work on Madden '94, and NHLPA '94, along with a full complement of 3DO games. Looks fun!

Sunsoft has big news for fighting game fans, as well as as of the show; Kung Fu: the

s of the show; Kung Fu: the Le and Continues will be translated a game form. Things look he no matter what system you have. What's next?

#### **TENGEN**

#### **AWESOME POSSUM**

GENESIS

UKN. MEG

CARTRIDGE



Pitfalls can appear beneath your feet unless you are fast enough.

Tengen has created a comical character for the Genesis named Awesome Possum. One of the most outstanding features of this game is the quality and sheer number of the voices. Throughout the adventure "Possum" will say a multitude of hilarious things.

The story is simple. Some majorly evil dude is trying to pollute the world, and you must stop him and his baddies before it's too late and everyone dies.

The game play is quite similar to the ever popular Sonic the Hedgehog, and has a number of surprises that'll delight any player. The levels are unbelievably long, and only a handful of checkpoints will save your hide. Gain points and collect lives by picking up and recycling cans and plastic bags. In between levels you can earn a lot of points by answering a question posed to you by your animal friends.

Awesome Possum is an entertaining cart, and if you enjoy games like this, then you are sure to love this one. The voice simply makes this game. Awesome Possum is outstanding.



Watch for hidden traps or you'll hurt your rump on them!



By rolling into a ball, you can attack enemies more efficiently.



Swim underwater in search of the toxic pollution and its sources.



Ride the Manta Ray to get past the lurking enemies unmolested.



# "The U.S.S. Enterprise" is yours to command!"



Captain Jean-Luc Picard welcomes you, a top-rated cadet at Starfleet Academy, to the most intense training session you'll ever experience: the Advanced Holodeck Tutorial!

The Holodeck's computer simulations put you at the helm of the Galaxy Class Starship Enterprise—all of its power and crew await your orders. You'll embark on a series of missions assigned by your instructor. Captain Picard, but only you can make the life-or-death decisions required of a Starfleet officer!

With different missions on the NES™ and Game Boy, the possibilities are as limitless as the universe itself!

Designed by Mark Beardsley & Gregory A. Faccone







An intruder has infiltrated your starship; contact Chief O'Brien to beam it off!



A Romulan armada moves in for the kill-aim phasers and fire!



The U.S.S. Enterprise™ is under attack! Order Lt. Worf



Receive your mission orders from Captain Jean-Luc Picard himself!

Nintendo







**GAME BOY** 

#### **EXTREME**

#### BATTLETECH

#### GENESIS ACTION CARTRIDGE

Coming to the Genesis in cartridge and CD form, Battetech will satisfy anyone's hunger for mech combat. Based on the popular FASA simulation/RPG, you are a mech pilot, controlling one of many powerful armored suits.

In the one-player mode, you start off as a rookie mercenary for a Bandit Kingdom, but soon you face off with the nastiest of adversaries: the Clans! In this mode there are 25 different missions. and 5 different terrains.

A bloodthirsty two-player mode is also possible. Picture two giant mechs circling one another, and dishing out astonishing amounts of firepower. Cool, huh?

There are all kinds of enemies in this game, from the the old favorite (the Marauder) to the latest in Elemental design. You'll definitely have your hands full. Just don't overheat!

Battletech depicts the board game version extremely well. The graphics are very good, and if you play the game already, you'll see some familiar sights. Battletech is a nice change from the average shoot-'em-up.



Take your pick from a number of top-of-the-line mechs.



Take to the battlefield and prepare vourself for intense mech combat.

#### IREM

#### UNDERCOVER COPS

#### SUPER NES | ACTION | CARTRIDGE

Still sizzling from the arcades, Undercover Cops is coming home to your Super NES! This hot fighting cart features two-player simultaneous play, and a whole slew of cool moves. As an undercover cop, attempt to break up the crime families and drug rings. To protect and serve is your motto, to punch and kick, that is your way. So get on with it!



Use some really flashy kicks to wipe out your opponents.

#### **AMERICAN SOFTWORKS SUPER JAMES POND**

#### SUPER NES | ACTION | CARTRIDGE

James Pond makes a big splash on the Super NES with a great new adventure. This time around, our hero uncovers the insidious plot of Dr. Maybe's efforts to sabotage the world's largest toy factory. What will our hero do? Fight your way through 8 fun-filled levels to save Toyland from utter destruction. Are you fish enough for this game?



Hang on for dear life James Pond, or there won't be another sequel!

#### MINDSCAPE

#### WING COMMANDER: THE SECRET MISSIONS

SUPER NES

SHOOTER

CARTRIDGE

If you thought you were good because you survived the first set of missions for Wing Commander, you've got another thing coming!

In the grand tradition of space combat comes Wing Commander: The Secret Missions, These missions are hot! Lightning fast enemies will shoot you down faster than you can blink.

Tackle a training simulator, or if you want to play with the big boys, take off into the freefall of space. There are all sorts of fighters, and you must learn the styles of each one.

The Super NES version plays much like the computer version, with very little missing. The graphics are loaded with Mode 7 scaling, and are a sight to behold. This game is not easy!



In space, the dynamics of combat are vastly different from aerial battles.



At times the enemy gets up close and personal. That's when you blast him!

SUPER FORMARTS
SUPER FORMARTS
TOYOTA

When we cross the finish line, you'll be dusting yourself off!





Compete against Ivan in The Mexican 250, The Ensenada 500 and The Baja 1000! Each patterned after the actual racecourse!



TOYOTA MARKET STATES OF THE PROPERTY OF THE PR

Incredible sound & graphics in Mode 7
Perspective for 1 or 2 players!

**SP**\*RTS

#### ITCHY & SCRATCHY

SUPER NES | ACTION | CARTRIDGE

The deadliest game of cat and mouse is about to come to your Super Nintendo. Featuring those two cartoon characters on the Simpsons animated TV show, you can now share in their mischievous antics. Itchy & Scratchy is about a cat and a mouse. Each one dreams of the other's demise, and if you watch the show, you know that a lot more than fur often flies.

This action-packed game isn't really playable yet, so more aspects could be added at a later date.

In this game you take the part of Itchy, the mouse of mayhem. Throughout the game you taunt, hurt, cripple and maim Scratchy. Sounds pleasant, doesn't it?

Like I said before, the game is not quite done. All that has been seen are a few demos, featuring the dynamic duo chasing each other across the screen. However, if what I saw is any indication of what's to come, it'll be a blast. The graphics are just like the show, and the animation is really good. Right now I have no idea how the playability is, but as the news comes I'll give it to you.

If Acclaim does it right, this could be one of the funniest games in a long time. If you like these crazy characters, wait for this game; it should be worth it. Don't forget to look in EGM for more information later, as we obtain more news on this very comical game.



Scratchy seeks out Itchy, with the intent to maim him in the process.

U.S. GOLD

#### GUNSHIP

GENESIS

SHOOTER

CARTRIDGE

Chances are that this game will be coming out rather soon, and if it does, I think you'll like it.

You are in control of a heavily armed helicopter. You are the deadliest force in existence. Pilot deep behind enemy lines in such hot spots as the Middle East, and accomplish a wide variety of missions. These will range from seek and destroy, to hostage rescue. Things will definitely heat up once you enter the danger zone.

The opposition has anti-aircraft cannons, attack choppers, and LAW toting infantry. Overall, not a bunch of nice guys.

The graphics look top-notch, and the cinemas are done well too. I also like the ability to choose your flight route. A pretty snazzy cartridge.



Rescue hostages from a heavily armed installation. Very hairy!



Fight off enemy choppers in an aerial duel to the death!

#### **HUDSON SOFT**

#### **INSPECTOR GADGET**

SUPER NES

ACTION

CARTRIDGE

The popular cartoon sleuth of the past has returned. This time around, he's on the Super NES. It seems that the vile M.A.D. organization has started up again, and Dr. Claw has kidnapped Penny.

Like the show, Inspector Gadget has a broad variety of robotic enhancements to get him out of trouble. The sinister agents of M.A.D. are everywhere, and the Inspector must follow clues to take him to where Penny is being held. It won't be easy, though.

Inspector Gadget is a great action cart, and being a fan of the show, I found myself having a lot of fun with it. It plays well, looks like the actual cartoon, and requires a lot of technique. Hudson seems to have done a great job on this one. I recommend it.



Obtain notes from your chief to help you follow the plot line.



The M.A.D. agents may be powerful, but you are stronger.



Who Left The Door Open?



They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...



"Hey, maybe these Troddler dudes will help us do the work," they thought.
Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler

dudes before they get ZOMBIFIED.
You'll work like a dog, but you'll love

every minute of it!

#### **WORKING DESIGNS**

#### LUNAR

SEGA CD CD-ROM

Those of you who are searching for a good RPG for the Sega CD. look no further. Lunar will be coming to the States compliments of Working Designs. The quest is an epic one, spanning many countries. Hideous monsters stalk the realm, killing countless people. It is up to you to get together a party of warriors to free the land from the ravaging evil.

Lunar is an above average RPG. And seeing how few RPGs there are, this one fits in nicely, The world is very similar to that of Phantasy Star, where medieval weapons are combined with futuristic items. Lunar pushes the Sega CD to the limits with its great expanse of land to explore. I'm ready, are you?



Social places are great for obtaining clues to advance in the game.



What lies inside the giant crawler? Explore its depths to find out.



Battle scenes are long and involved. Winning takes strategy.

#### KANEKO FIDO DIDO

ACTION CARTRIDGE **GENESIS** 

Kaneko has swiped the rights to Fido Dido, the popular cartoon character I bet vou've seen on TV. Fido Dido is basically a sidescrolling action game.

For being a Genesis game the graphics really shine, and the animation looks good. The music is done well, too. If you need another comical action game, this one's coming out soon.



Life as a black and white cartoon has never been easy in today's world.

#### SADDLEBACK GRAPHICS MY PAINT

SEGA CD

To compete with Mario Paint. Saddleback Graphics has come up with My Paint. This massive CD game features a whole slew of drawing designs and things to try. Think of it as one big coloring book, and you'll have a good idea of what this game is.

My Paint looks like it'll be a lot of fun. The things to try are limited only by your imagination.



Choose one of the many coloring books to draw in. There's lots to do!

#### VIC TOKAL LOCK ON

SUPER NES

SHOOTER

CARTRIDGE

If you want to storm the skies in the deadliest planes around, take a gander at Lock On by Vic Tokai. This brutally vicious game of aerial combat features three sleek fighters. They're armed to the teeth, and fast to boot.

Choose from the flashy F-14 Tomcat, the hulking A-10 Warthog, or the Royal Air Force Tornado. All are prepared to do the job, but are you a good enough pilot?

When I said these planes were tough, I wasn't kidding. They have stealth technology, Sidewinder missiles, and even Tactical Nukes! Think you can handle all that?

Lock On is one of the better simulation/shooters out there. Try it, you might like it.



High in the sky, you can get a perspective on your current location.



Strafe the enemy settlement, Aren't you glad you brought along a nuke?

# Freakin' Awesome



With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature Dolby Surround Sound™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.



#### VIC TOKAL **MAZIN SAGA**

GENESIS ACTION CARTRIDGE

You may know him as Tranzor Z, or the Great Mazinga from Shogun Warriors fame, but now this cool character has his own video game. The game is called Mazin Saga: Mutant Fighter, and it is an all-out battle against vicious hordes too deadly to describe.

In your favor, you have two swords that can slice 'n dice nearly anything apart. The problem is getting close to the roving mutants.

Mazin Saga: Mutant Fighter is a fast-paced side-scrolling fighting cart. It plays well, and the graphics are crisp and clear. Being a personal fan of the robots created by Go Nagai, this game was an extra-special treat. Very cool.



Isn't this guy one of the coolest robots around? Most definitely.



This fearsome foot will stomp on the ground, and possibly on you!



As you play, you'll notice that the bosses get bigger and bigger.

#### SEIKA LEGEND

SUPER NES **ADVENTURE** CARTRIDGE

In an attempt to reclaim the Kingdom of Sellech, the wicked Prince Clovis has summoned the evil soul of Beldor, a terrible warrior. To save the land, you set out to fight the many minions of the prince, so that Beldor might be contained once again. Travel through swamps, dungeons, and even storm the castle.

Legend contains side-scrolling fighting action, and has superb graphics. The music is done quite well, and the sounds aren't too shabby either. This one was at the Summer CES, and it played very smoothly. Seika is paying a lot of attention to detail to make Legend one of the top action/ adventure games. Look for this one when it comes out: I'm sure you'll be surprised by this cart.



Attack without fear. Your sword can deal with any foe you may encounter.



Struggle through the oozing green slime to get farther in the dungeon.

#### VIRGIN

#### **YOUNG MERLIN**

SUPER NES

**ADVENTURE** 

CARTRIDGE

In a bizarre cross between King's Quest and the Legend of Zelda comes Young Merlin. As the young wizard, you must embark on a journey through a mysterious land to prove your magical prowess.

As the game goes on you learn more and more magic. Riddles and mysteries abound, but the strange thing is: there are no words in the game. Different, isn't it? "But how do I gain information?" you might ask. The plot is revealed through a series of cinematic displays that are very well depicted.

The graphics are impressive, and the originality of the adventure is truly a delight. The sounds are whimsical, and the many riddles are fun to solve. It's a hit!



Start out from your home. Make sure you are prepared for what lies ahead.



Throw a gem into the water for something magical to happen.

## "Commit too soon and you'll wind up getting burned."

- JOHN MADDEN

This was probably commentary on a mistake in the secondary, but it certainly applies to anyone even remotely considering another football video game. Madden NFIP '94 for Sega"Genesis and Super NES hits the stores November 19th, Madden Football Friday.



IF IT'S IN THE GAME, IT'S IN THE GAME!

#### VIRGIN

#### **OUT OF THIS WORLD 182**

SEGA CD ACTION CD-ROM

Alright Out of This World fans, here is the game that you've all been waiting for. This megamassive Sega CD game not only has the first adventure in the alien world, but also a never-beforeseen seguel as well. That means twice the adventure, for about half the price!

You probably know the plot to the first game. You are a scientist who unwillingly becomes part of your own experiment when lightning strikes the lab. You must then learn to survive in a harsh alien world where death can come at any moment. At the conclusion of this terrific adventure. you were left hanging. Both you and your alien friend flew off on the wings of a serpent.

The sequel continues right from this point. In entails the struggle to get back home, and the battle against the evil aliens. This game is totally cool.

With CD sound and music, this game really stands out. The graphics are just as good, and it plays well too. Out of This World can't get much better than this. A wise choice for CD owners.



Your alien friend is trying to evade capture by the other aliens.



The aliens are plotting something much bigger than you can imagine.

#### TITUS

#### PREHISTORIK MAN

SUPER NES | ACTION | CARTRIDGE

The one thing Prehistorik Man wants is food, and when the nasty Gorilla-Rap raids his meatlocker. he sets out to get his food back!

Prehistorik Man is a comical quest through Hungerland. It plays similar to the Mario games. except that you have a variety of tools at your disposal. The graphics are good, and the game shows real promise.



Chase down these tasty critters; they will make great meals. Yum!

#### MICROPROSE

#### AIRBORNE RANGER

SUPER NES ACTION CARTRIDGE

Microprose is in the process of making Airborne Ranger, a combination of an action game and a shooter. First, you fly down into the danger zone in a lightning quick fighter. Then, it's you and you alone trying to eradicate hostiles within the marked battlefields. This game has impressive animation similar to Dracula. This game is snazzy.



Hunt down the opposition in the jungles of some faraway country.

#### NAMCO

#### **SUZUKA 8 HOURS**

SUPER NES

**SPORTS** 

CARTRIDGE

If you've been to the arcades lately, you've probably seen this very cool motorcycle racing game. Entitled Suzuka 8 Hours, you and an optional friend can go against each other in one of four modes of play.

You can have a one-player Circuit mode, or a one-player Battle mode. Or if you really want a war, you can go against a second player in a head-to-head race, or in a two-player Battle mode.

There are six tracks, filled with hair-pin turns, high-speed chases, and others threats. Six bikes are available for you to master.

This could be one of the better racing carts around. Namco put a lot of effort into it. So if you like racing, it'll be worth your while to check this one out.



The Circuit mode offers some of the finest racing around.



Two players can maul each other in the Battle mode.

## "There's no such thing as a one-man team."

- MICHAEL JORDAN

Of course, this was in no way meant to be an endorsement for our new 4-Way Play™ adapter coming next month.



IF IT'S IN THE GAME, IT'S IN THE GAME™

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YOU'RE IN FOR A SHOCK, WEBSLINGER!



STOP JUGGERNAUT'S RAMPAGE



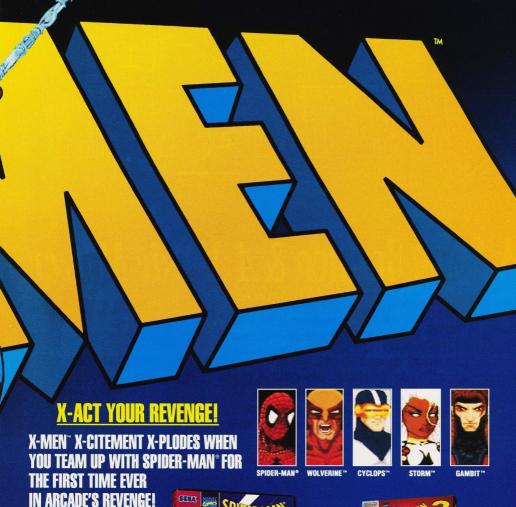
BLAST MASTER MOLD WITH OPTIC BEAMS!



UNLEASH YOUR LIGHTNING STORM!



OUTRUN THE LETHAL DOOMBALL!



IN ARCADE'S REVENGE! **NOW ON GENESIS"!** 













# A Game Greator & A Music Maker

This month EGM brings you a unique exclusive. We've not only tracked down one of the hottest video game programmers in Japan -Masaya Hashimoto, we also caught up with one of the most dynamic vid game music composers, Yuzo Koshiro. We asked them about how they got started in this line of work, and more specifically about their involvement in the highly anticipated title from Enix - ActRaiser 2.

EGM: It's quite an honor to have the opportunity to interview both of you. To keep it simple, we'll start out with some basic questions that you both can answer. Then we'll get into some specific questions covering each of your areas of expertise.

First of all. how old are you? How much schooling have you had?

Hashimoto: I am 32 years old and completed my high school education. I studied programming at a private school. I began programming at age

Koshiro: I am 25 years old, I began composing music when I was 19.

EGM: With ActRaiser 2 being a sequel, did you try and build on what already existed, or break new ground with your music/programming?

Hashimoto: With ActRaiser 2 a seguel to ActRaiser. I have tried to keep the story line as a continuation of the original. The game play for ActRaiser 2 will be power-packed action.

Koshiro: The musical content is a continuation from the original ActRaiser.

EGM: Do you play a lot of video games? If so, what are your favorites?

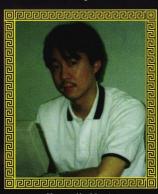
Hashimoto: Yes. The reason I became interested in the industry was because of video games I

played. Meeting up with the video game Space Harrier from Sega changed my life!

Koshiro: Of course, I play quite frequently. Street Fighter 2 is my favorite.

EGM: And now some questions specifically for Mr. Koshiro. What equipment do you use to create game music? What did you use for ActRaiser 2?

Koshiro: I normally use an NEC 8801 PC. For ActRaiser 2, I am using the NEC 9801 PC along with a Yamaha



Masaya Hashimoto

TG-500 synthesizer to compose the music. From there, I use a Sony News Workstation to convert the composed music to the Super NES.

EGM: Despite all the advances in keyboard technology, an artist still needs inspiration to make music. Where do you get yours?

Koshiro: Normally, the game screen, but in the case of ActRaiser 2 I received most of my inspiration from classical music.

EGM: When you do usually compose music for a game: before the game is produced, after the game is finished, or during development?

Koshiro: I either compose the music as the game is developing or slightly behind the development.

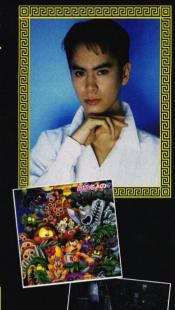
Yuzo Koshiro is revered much as a rock star is in the U.S. Below his photo are a number of his game-music CD releases.

the biggest challenge.

EGM: What were the biggest challenges you faced during development of ActRaiser 2? Did you use any Mode 7 effects in the game?

Hashimoto: Of course, one of the challenges is to surpass the quality of the original. With a sequel, the big challenge was the elimination of the simulation mode. Mode 7 will be used in the opening and also when battling bosses throughout the game.

EGM: What is your favorite part about being a lead programmer? What is your least favorite?



## © EGM: Do you play a lot of video games?

Hashimoto: "Yes. The reason I became interested in the industry was because of games I played...Space Harrier from Sega changed my life!" Koshiro: "Of course, I play quite frequently. Street Fighter 2 is my favorite."

EGM: Do you try and match your music with the game action? How important is this inter-relationship to you?

Koshiro: Matching the music with the game is most important. Simply because through the use of background music, you can excite and stimulate the game player. Would you be motivated to play a fighting game using a waltz tune for the music?

EGM: Good point. Now a few questions specifically for Mr. Hashimoto. What do you consider your biggest challenge as lead programmer for a game such as ActRaiser 2?

Hashimoto: Obviously the most difficult challenge is to excite, energize and impress the game player. That's Hashimoto: Most favorite: As a developer, you are able to make an impression on many people with the product you develop. To continue in this industry is my ultimate goal.

Least favorite: I don't see any drawbacks, but if I have to say something, I always try to put myself in situations brimming with inspiration. This, however, requires a considerable outlay of energy.

EGM: What sort of game do you prefer programming: fighting, action, adventure, or role-playing?

Hashimoto: Personally, I like action RPGs, so naturally my interests gravitate toward that genre. However, when I begin developing a game, I try not to categorize it as a particular type of game. Only after a game is released does it fall into a particular genre.



#### First has risen once again!

After the defeat of the demon Tanzera (ActRaiser 1), way in the future, 13 demons combined their powers and resurrected Tanzera and brought him to the world that you once

brought life into!

In this 12-Meg masterpiece, you once again take a warrior statue and go up against the vile forces that plaque your land. This time, you have wings to aid you, and more magic than before! This game also

The Winged Warrior

Fly/Stab

has the "populous" strategy theme removed and a straight action game with an ongoing plot line. There are over 13 levels, and each one com-

pleted will lead the way to more stages! The graphics are beautiful and the music is performed

by Yuzo Koshiro. All symphony, all

awesome! The levels are more diverse than the original, having secret rooms and passageways that can lead to good or bad ventures. Special effects are splendid, and the new angel-like form of the warrior is great! Stay tuned to EGM for increased coverage of this hot title!

Mystical Magic!



#### In the beginning...





the beginning is upon us!



Flame Spray



Energy Arc

#### A whole new land that has befallen evil stricken times!

#### Zoom in and out!

Your warrior has new moves with a

shield and wings for flying techniques!





#### Diligence Forest Destroy the cloud of evil emanating from the dark forest.



Tortoise Isle A sunken city with petrified people that rode atop a giant turtle!



Northeast War! War has torn this land into carnage! Go and fight for justice!







#### Scale down to the action!



The icy Lovaous lcy pitfalls and sharp icicles will challenge your every step here!



#### Leon Dungeons

Torch lit halls and hidden doorways will terrorize your skills!



Temponia Wastes This wasteland has many mutants and other fleshy creatures!



#### Help out the town of Diligence by taking out the demon mists!







The forest is filled with beautiful scenery, but in the mist are many terrors! A plant mid-boss and a giant hollow tree are a few of the hazards. The boss tosses scythes and energy shots!





Go through the old cave system and against mighty currents from beautiful waterfalls!







giant snail boss. Look for secret power-ups!

#### Enter the petrified city of Tortoise Isle and awake the queen of Altheria!

Walk through the stone streets!





Crawl on the giant squid's tentacles!







hard to devour you!



Jutting spikes are a

constant threat.



After getting through the perilous hallways, you will need to fight the demon 'Jealousy!'

Go through the pitfalls of the Altherian shrine! Many forms of sea life will attack you.

#### Many more lands and towns need your divine intervention!

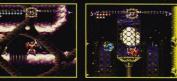


#### Almathea



Stormrook

Demon cave



More levels will be revealed as you complete certain ones - all of which are graphically beautiful!



Last year's Disney film continued its magic on video game systems coming this fall or winter.

Take part in a wondrous tale of adventure as Aladdin slashes his scimitar against hordes of thieves, skeletons, palace quards, and giant scorpions! In this hair-raising adventure, Aladdin sets off in search of the Scarab, journeys through the Cave of Wonders, and now he must defeat the evil Jafar to win the hand of the beautiful Princess Jasmine!

It should be noted that the Genesis version of this game has been recreated with graphics created by Disney's animators using a new coding process! The scenes and characters are taken straight from the movie, including the Genie, Aladdin, Jafar, Rajah, Jasmine, and the Magic Carpet!

Genesis

#### The open

DIENEP'S

desert! In one of the levels. Aladdin must traverse the rolling dunes of the desert outside the city. The sand must be hot! Genesis

#### Super NES

.....

GAME START

CAPCOM

With sword in hand, Aladdin skillfully jumps across the city buildings over the streets. Beware of palace guards among the rooftops.

> When the gaps are too long to jump, Aladdin tests his upperbody strength moving

Aladdin is getting close. Make your way through the many rooms and use the flying magic carpet outside the palace walls. Hurry! Jasmine is somewhere in the palace waiting for him!

across clothesline. Be careful not to lose grip.



Many other quards are armed with bows and arrows. Take careful jumps or Aladdin will jump right in the path of a shot.



Jafar's palace guards frequently patrol the city streets. Aladdin must jump and dodge them as soon as they start charging him.

To avoid a hard fall, Aladdin must use anything available to save himself. Here in this picture, he uses a sheet as a parachute. He is getting close to the palace shown in the background.



## SEGA GENESIS



#### Sega

You play either Dr. Grant or the dinosaur, Raptor. Watch out: The dinosaurs get smarter as you stalk them.

Genesis





Before You Buy

#### **Electronic Arts**

1st College Football game. Now with EA Sports 4 way play™ ability.

Genesis

#### Flectronic Arts

Tear 'em apart and kill the Referee - only Mutant League Football offers this kind of gory-glory action.

Genesis



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Sega Genesis

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## SUPER NES

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## NINTENDO





#### Capcom

Featuring great new colors, redrawn characters, and a full stereo soundtrack, Street Fighter II Turbo brings arcade action to the Super NES.

Super NES



#### Tradewest

In addition to great graphics, Battletoads has funny, comic-strip action. You can Batter the bad guys with one or two-players.

#### Super NES

#### Gametek

Play the greatest name in World Championship Racing and race against the pros you know.

#### Super NES

World Championship

Nigel Mansell's World Championship Racing

## AWESOME ACCESSORIES

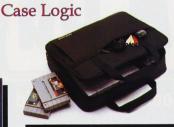




#### Galoob

This Video Game Enhancer gives you the power to customize your favorite video games for the Sega Genesis & Nintendo's Super NES.





This compact case is designed for easy storage and portability of home video game equipment.



## G&G/Captron

Video Game Stores Run By Video Gamers

hat is it like to work on the biggest and best video game mag? Although most people think it's all fun and games. there's an awful lot of work and coordination that goes on behind the scenes. As we celebrate our 50th issue, here's a glimpse of a typical deadline day at EGM.



by Joe Funk

pre 7:00 am

The day actually begins the night before, when Danyon Carpenter, Terry "Trickman" Minnich and Mike Vallas stay up into the wee hours of the night to work on their pages and put in extra hours playing their latest vid game favorites.

"I know these guys are dedicated." said Editor Ed Semrad, "but I thought they might be overdoing it after having to pry Danyon's forehead off his monitor with a crowbar."

The Mikes arrive. First is Mike Riley, Sendai's Vice President of Operations who is the company's project management, human resources and technology guru. "I'm Sendai's entropy exterminator," he

explains. If he's not on the phone putting out fires. he's whipping up next issue's time schedule or researching the latest prepress technologies.

is the first of the staff to arrive in the EGM "Gaming/Production Area" and begins



the day in relative silence. Later in the day, the room will be a bustling center of activity as editors work to finish up pages or make it through the next level of their latest assigned cart.

In the meantime, Mike Weigand

9:13 am

By this time, the rest of the crew has usually dragged themselves in, except those who were working late the



### Some things you did not know



EGM fixture Mike Vallas wanted so badly to be in a video game that one morning he woke up and...voila!

Al Manuel has worked for EGM for a little more than a year, but has been involved in the video game industry a lot longer than that.

**During his time** away from work, Al enjoys a successful career as a heavyweight power lifter night before. Also by this time, the over-zealous Andy Baran, affectionately known as Cyber-Boy, has incurred the wrath of a fellow editor. "Being unusual is an art," muses the enigmatic Baran 10:30 am

After a grueling hour and a half of cranium-busting work, Mike

Forassiepi wanders outside the building for a 10-minute smo-, er, (for the sake of our younger readers, chewing gum break.)

Inside, Al Manuel, (a.k.a. Big 'Un), suffers through another rigorous confrontation with Yoshi on the GameBoy. "If I play many more GameBoy games, I think I might lose

The copy editors, Mary Hatch and Jennifer Whitesides burrow through their ump-teenth pages. On the surface, they generally appear remarkably calm considering the volume of work that is funneled through them daily. "There's nothing I enjoy more than going home and staring at a blank wall after a long day,"

says Jennifer.
"There's nothing like a good game of Tetris to calm the nerves," Mary adds.

Meanwhile, Danyon, Mike Vallas, Andy, and Terry labor over the decision of where to go for lunch - Arby's, Taco Bell, Portillo's or Frank's to You?



By this time, Production Manager Colleen



Bastien (aka Dudewoman) has returned at least one page to the staff because of problems with its output.

The cause of the problem is quickly corrected by the guilty party - no one messes with Colleen.

#### 2:34 pm

Howard Grossman and Ken Williams take a break - to play Street Fighter. The two fighting game afficionados will fight anyone,



Life of EGM...

Copy Editor Jennifer Whitesides has a passion for watching Michael Jordan and the Chicago Bulls. And who can blame her. As far as we know, she's the only 5'3 woman we ever saw



stuff Michael on his way in for a monster dunk. To prove it, we had Jennifer demonstrate her 47-inch vertical jump.

Have you ever wondered how Trickman Terry always comes up with all those wonderful tricks? Well, besides the great

tips and hints he receives each month from our dedicated readers, the four pots of coffee and pure sucrose diet can't hurt.



More things you did not know

anywhere, anytime. In fact, Howard has become well known around the office for his dreaded Stool Kick, a move he claims he invented in Mortal Kombat. We were going to get a quote from Howard, but we only have four pages for this story.

Ken's job is one of the easiest to define. He does two things at Sendai: work or play the latest edition of Street Fighter 2. That's all.

When asked about his multifaceted role on the magazine "Shoryuken," was Ken's response.



#### 3:01 pm

Back in the EGM production/game room, Martin Alessi is the first to break through the later levels of Batman Returns CD. When he's not figuring how to jam more lights, bigger amps, and louder speakers into his 'Vette, he's helping one of the other editors out. Whether it's a game or workstation problem, Martin is usually the first option when someone gets stuck.

#### 3:23 pm

At the other end of the office.

John Stockhausen just finished making his 78th call of the day. John does everything from coordinating the ads that go into each magazine to digging up the freshest news





possible from the game companies.

John was talking to Sendai's advertising representatives in Los Angeles, the Eisenberg Communications Group. Although they're half a continent away from Sendai's editorial offices, Jeff Eisenberg,

and his tireless staff including Suzanne Farrell, Brandon Harris and Chad Knowles, work as hard as any of the editors to make sure EGM stays the biggest and best video game magazine.

# All Play & No

### Some things you probably shouldn't know



Andrew Baran was so enthralled with Jurassic Park, that he began breeding his own private prehistoric playmates. Forgetting to build a fence around his breeding ground, Andy has now become a world renown Raptor hunter. The question we all want to know is who's hunting who in this photo?

A little known fact even among EGM staffers, Mike Weigand is really Rash the Battletoad. When confronted about this mysterious duality,



Weigand takes the Fifth Amendment - although we recently found several dead flies stashed away in a plastic bag in his desk drawer. Go figure.

#### 4:17 pm

Financial Manager Cindy Polus keeps the business accounts in order at Sendai. As the company expands, she's considering turning in her abacus for a new calculator.

#### 5:09 pm

Around this time, Receptionist Lori Gignac is usually walled in by a mountain of packages that need to make

the Fed Ex nightly pick-up.

#### 5:45 pm

Art Director Juli McMeekin handles, among other things, the eye-popping EGM covers you see each month. Jules is the only member of the EGM staff that couldn't tell the difference between a Super Nintendo and

a Super Famicom - and isn't embarrassed admitting it.

Over in Lifestyles Editor Joe Funk's office, a small group of editors is struggling to finish assembly of his latest Lego kit. Hey, somebody's gotta do it.

#### 6:45 pm

Most of the crew has bailed by now, but Ed's still here

checking pages, making phone calls, and setting up the next issue. While the hours are long, and the pressure to stay number one are severe, Ed does find time to relax on his many international trips.

Later, nightshift proofer Brian Sandt arrives. Usually, he'll run into some editors pulling an all-nighter.





Then, of course, there's our fearless leader, Steve Harris (a.k.a. The Man). A bucket o' energy fueled by a mainline of Mountain Dew, he's always thinking two steps ahead of the game. The magazine starts and ends with Steve. And so does this story.

# Nork?...NO



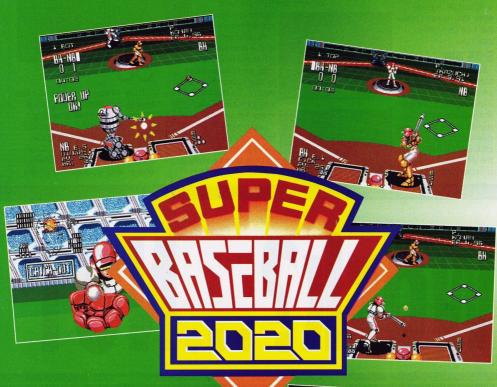
**Howard Grossman is** involved in a bizarre pseudo-religious-game-players cult that is in endless pursuit of Atari 2600 games. Howard, incidentally, also proudly boasts the highest score ever recorded on Smurfs for the Colecovision.

Mike Forassiepi is known for his infamous sleeping fits where he can be in mid sentence one minute and clunking his head down on his keyboard in a full, drooling snore the next.



Some things you don't want to know

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All entries must be received by December 1, 1993. EGM or Electronic Arts are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 1, 1994. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai/ Publishing Group, Inc. or Electronic Arts and their affiliates are ineligible to enter. Electronic Arts and Sendal Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Electronic Arts or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

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#### The undisputed king of sports video games what will they come up with next?

When you ask any sports video game fanatic what third-party company makes the best sports games, they will almost always say Electronic Arts.

Ever since they released the first John Madden Football, PGA Tour Golf, and Lakers vs. Celtics a few years ago. EA has come up with hit after hit, year after year, a better version than the one before! Players ask how they could possibly improve upon an already excellent game.

The following pages answer those questions and showcase Electronic Arts' fantastic sports lineup for 1993.

Excitement is sure building among video gamers with these titles as well as EA's killer fourplayer adapter for the Sega Genesis, the 4 Way Play. Up to four sports video nuts can plug in for some heavy multiplayer action. Most of the games on these pages will allow use of this peripheral.

With the arrival of 3DO, sports games can only get better. Take a sneak peek at part of a realistic video football game in the 3DO version of John Madden Football.

The future only looks brighter for Flectronic Arts!

## "If it's in the g

#### KICK SOME MAJOR BALLS!

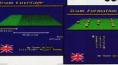
The world's most popular sport is ioining the awesome lineup of sports titles for the Genesis later this year.

With 16 Megs, EA Sports Soccer contains over 40 authentic international teams and over 200 real players. Each player has over 1800 different frames of animation from bicycle kicks, to diving headers, to slide tackles.

You can set lineups, select positioning strategies, and plan offensive and defensive techniques and formations. As the game is played the field will become worn and players will run into divots and mudholes. In goal kick, corner kick, and throw-in situations, scan the field for open teammates and their defenders.

This will be one of the many upcoming games that will utilize EA's new 4 Way Play multiplayer adapter for up to four players!

#### CONFIGURE THE PREGAME SETUP









Configure the game setup according to your playing preferences.

#### AWESOME KICKS

The realism of the game is also due to the many different kicks and the animation of their moves. Here are two of the most spectacular ones!







## ame, it's in the game."

#### NHL '94 - EA'S STANLEY CUP CHAMPION!

Electronic Arts unveils NHL '94, the seguel to last year's smash hit for both the Genesis and the Super NES. This time, EA will be releasing the most awesome hockey adaptation for both 16-Bit video game systems!

Many new features have been added to this cart. You can now pick from an updated roster of the latest NHL teams, which include the new expansion teams for the upcoming season. Each rink in the league is unique with individualized rink organ music. New



crowd animation and penalty shots are part of this whitehot cart!

If you're ready for something a little different, try the Shootout mode

where your favorite players go one-on-one against some unlucky goalie! A new command scheme gives you a more realistic feel! More players can play at the same time with EA's 4 Way Play for the Genesis and the Multitap for the Super NES!

#### THE GENESIS VERSION



Select vour team and game setup.

Matchups are gone over by Ron Barr.





Ready vourself in the face-off.

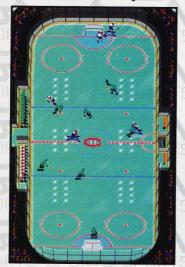
Deck the other players to the ice.



He skates to the net. He shoots & scores!

#### THE GENESIS HOCKEY RINK

Detail in the rinks has improved with crowd animation and individualized organ music.



#### THE SUPER NES VERSION

Set up GAME SETUP the game the way you like to play.



Set up the goalie from behind.



The team goes wild after scoring a goal.



#### AS CLOSE TO BEING ON THE COURT!

Forget all the other basketball games that promise you everything in the game but give you nothing. EA has come up with the most realistic basketball cart ever! Unlike their previous roundball games, this Super NES cart has everything you could ask for! You get all the players, all the stats, and all the moves of the 1993 NBA's eason. Everything's been updated! So you'll even get to play as awesome rookies like Shaquille O'Neal!

Pick from all 27 NBA teams and play an entire 82 game season or just head into the playoffs. The battery backup saves team standings and all league leaders as well as the current season. You can now trade players anytime before, during or after the season. There's also a new Custom Team Builder where you can create a fantasy team that's better than the Dream Team, Game play has also been greatly improved and the speed is twice as fast. EA also plans to release a Genesis version later. Hoop it up!

#### **GET IN THE GAME!**



Get vour center ready as the referee tosses the ball in the air for the tip-off.



View the season schedule and even the playoffs!



Is your favorite player among the league leaders?



Build a championship team by making a big trade!

Craig Ehlo drives for the baseline but is clogged up by the other team's defense.





The NBA officials will keep a watchful eve on each of the team's players.

#### UNIQUE MOVES

Thirty NBA pros possess a very cool signature move such as Charles Barkley's Gorilla Slam and Tim Hardaway's UTEP 2-step. Check out Michael Jordan's awesome Tomahawk Jam.





#### **CUSTOM JAMMERS CUSTOM SLAMMERS**

Do you think the Dream Team was the best basketball team ever assembled? How about playing as Michael Jordan in all positions? Have two Charles Barkleys playing with two John Stocktons and David Robinson. This is all possible in the new special custom mode where you can create a team that could only exist in your wildest fantasies.



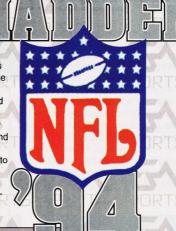
#### **BATTLE ON THE GRIDIRON!**

The 1993-94 football season is approaching and EA is gearing up another gridiron title that's certain to score touchdowns with Madden Football sports freaks. Madden NFL '94 is by far the best football game to grace the video screen.

This Super NES version sets it apart from the previous Madden games with tons of awesome features. Colors have been greatly enhanced with smooth player animation. The helmets have the real signature logos on them: Play with any of 80 NFL teams, including all 28 teams of the 1992-93 season, 12 franchise All-Star teams, 38 all time Super Bowl teams, and 2 All Madden Teams.

There are 72 new offensive plays with which you can flip to double the playbook. Pick your play and listen

to Madden's color commentary. Did you make an awesome play or just didn't agree with a call? The replay feature lets you twist the field around for the best angle to view the key players. You can also play with up to five players with the new Multitap adapter so everyone can get in the game. Look for a multiplayer Genesis version to follow soon!



GAME SETUP AT COWBOYS Regular Game Visitor Buffalo Bills Quarter 15 Minutes Open Weather Fair Press START to exit NEL SCHEDULE Steelers COWBOYS ALCOHOLDS . SAINTS

Select your favorite team and set up the game parameters to your liking. You can choose the amount of time to play per quarter, type of field and the kind of weather. Now hit the field!

There is so much detail put into the game that it goes as far as having each NFL team's helmet complete with logo and name with its own style of letters when you look into the season schedule.

When you're ready for the game you'll move on to the 50 vd. line for the coin toss that decides which team will receive the opening kickoff and which goal to defend. Now go kick some butt!



huge library of offensive and defensive plays drawn up and designed by John Madden himself. You can also flip the plays.

Choose

After you make your play selection, break up the huddle, head for the scrimmage and execute. Bowl them over on a big run. Look for an open receiver on those long bombs and oun it!

If all goes the way the you want it to, you'll gain a decent amount of yardage. Fake the safety to make a fatal mistake and run like the wind. baby, all the way down to the End Zone!









#### DURING THE GAME

Players have a ton of options at their disposal: substitute the QB, change the play call mode, view the drive summary, stats and other game scores. In the replay, you can twist and turn the field in Mode 7 to view the replay from that angle. Awesome!



#### BE A TEAM PLAYER!

There are many sports games available with many different options, but none offer gamers the ability to play with more than two players simultaneously. EA answers the call with their new 4 Way Play multiplayer adapter for the Sega Genesis. With this peripheral, up to four players can plug in for total team competition. Games like NHL '94, NBA Showdown, Madden Football '94, and many other non-sports games will utilize this awesome unit. Now everybody can get in the game!



# Play

#### IT'S NOT JUST FOR SPORTS!

Sports video games aren't the only games being made for the 4 Way Play. Check out General Chaos below. Up to four players can plug in for the funniest military action!



NHL 194

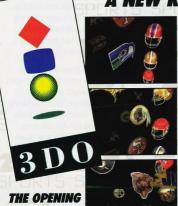


BILL WALSH COLLEGE FOOTBALL



**GENERAL CHAOS** 

#### A NEW REVOLUTION OF GAMES!



This games intro looks very much like the opening to Monday Night Football. The graphics are so clean, it's like watching a real TV broadcast!

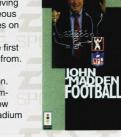


With the 3DO Interactive Multiplayer arriving in stores soon, EA is planning a simultaneous release of some of their hottest sports titles on the 3DO platform.

John Madden Football will be one of the first games. This title has 80 teams to choose from. Other features are real NFL Films video footage with fully digitized player animation. There is CD quality and John Madden commentary as you play. The graphics will blow you away with 3-D rendered fields and stadium art. PGA Tour Golf will follow soon after.



Welcome to Candlestick Park where the The Buffalo Bills clash with the San Francisco 49ers!



SPORTS

Metallic shading can be done easily with 3DO's more than 16 million colors.



When executing a play, the field scrolls, bends, and twists as if you were really playing there!





"THIS IS A KILLER PAD"





"TOTALLY"

"HELP ME SCARE THE EVIL, GREEDY SARDINIS
OUT OF THEIR FOUR BIG MANSIONS BY TURNING
EVERYDAY HOUSEHOLD OBJECTS INTO SOMETHING
SCARY, FUNNY, OR JUST PLAIN SUPER-GROSS. OR
USE MY FIVE SPECIAL SPELLS TO REALLY SEND
THEM SHRIEKING. BUT HURRY, BECAUSE MY
ECTOPLASM'S ALMOST RUNNING OUT."



TURN A DARTBOARD INTO A BLEEDING EYEBALL AND MAKE VITO JUMP!



REPULSIVE RELATIVES!



STARRING POLTERGUY"



Actual screens from Sega Genesis version. Haunting Starring Pelterpuy™ is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprise Ltd.

#### GONNA MAKE YOU SWEAT TILL YOU BLEED!

Everybody knows about the restrictions Nintendo puts on violence and gore, so how did they get around it on the most bloody fighting game to hit the market? They changed the color of the blood to white so it looks like you are knocking the sweat off your opponents. The effect is very good and similar to the arcade, just without the red color. Also check out the pit - no heads or blood, and you don't land on them when you fall.



There may be spikes in the pit but your character will fall and miss them.







He belongs to the Liu Keui ninias. He is a deadly assasin who has absolutely no mercy. He wants to win and collect the prize money.





She is a member of a top secret special forces unit in pursuit of Kano. The search led her to be caught and she's forced to fight.





A mercenary, thug, thief, and member of the Black Dragons. He's a cut-throat madman who is looking to loot Shang Tsung.

sorcery.





He is believed to be the Thunder god who has taken human form to compete in the tournament. It is said that he received a personal challenge by Shang Tsung and has accepted only to crush him. LIGHTING and his inferior





#### LOOK MOM. NO BLOOD!!!

It looks and plays as hot as the arcade but the Big 'N has held fast to their no-blood policy. All the characters and their trademark special moves are here, although some of the "finishing moves" have been altered to be less violent. With the looks and components of the



**CART SIZE** 

**VARIABLE** 

THEME **FIGHTING**  % COMPLETE 100%



A former member of the secret White Lotus Society. He left the organization to represent the Shaolin temple and to regain respect and honor for the tournament..







original, you'd better

stay tuned for Mortal

Monday- its release day

A fallen ninja and deadly adversary of Sub Zero. He is er body to even his death at the hand of Liu Kuei.





A big-time Hollywood star who has something to prove. He wants the world to know that he isn't all movie hype. He's a class act.



#### THE TWO TOUGHEST BOSSES STILL AWAIT YOU



If you manage to defeat the other opponents, crush your evil twin, and endure past the endurance rounds, you'll have two more matches still to conquer. First is Goro the 500-year reigning champ and incredibly powerful half-human. He is big but also very quick. If you get lucky enough to pass him, Shang Tsung awaits you. He is a powerful sorcerer who can change form at will...Good luck!



## BEFORE THE RACE...



FUPER NES have a choice of some very cool cars equipped with an assortment of battle gear and armaments. Select your vehicle, then its colors, and you will be transported to the location of the current race. There are many other plan-

ets to race in.







#### TAKE A RIDE ON THE WILD SIDE!

Strap into the seat of the most heavily armored vehicles of the future and battle it out on interplanetary racecourses.

The only way to take home a good share of the purse is to destroy as many cars on the track as possible. You can then use your winnings to buy more powerful engines, faster turbos, better tires, and many other options. To blow away the other battle car challengers, you must equip

your car with missiles, disks, or grenades. Everything you buy can be upgraded to make the best possible car in the racing circuit.

Although you can eliminate your opponents with your weapons, you will find it is not the only way. You can jam them into the side railings of the track and make them lose their cars' side dampeners.

The game features F-Zero-like graphics, sound, and game play that is fairly easy to get used to.

Get ready to tear up the streets with Namco's Battle Cars!

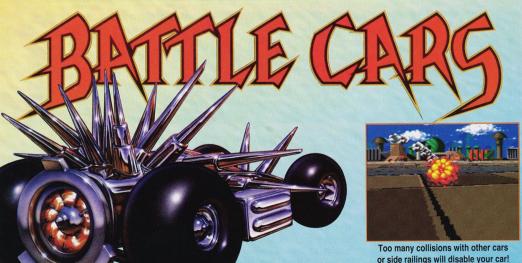


**Electronic Gaming Monthly** 

132







#### **EQUIP YOUR BATTLE CAR WITH THESE ENHANCEMENTS**



#### ENGINE

Increase the overall speed of your battle car.



#### **TURBO**

Gives your battle car a sudden burst of speed.



#### TIRE

Increase traction and handling of your car.



#### JUMP

MISSILE

Launch at other battle

cars for an easy kill.

Increase the jumping ability of your vehicle.



#### SHOCKS

Allows you to absorb shock from underneath.

DISKS

Launch at opponents.

Will bounce off rails.



#### **DAMPENER**

Allows you to absorb shock from the sides.



#### **GRENADES**

Toss from your car and watch the explosion.

#### SOME OPPONENTS YOU WILL GO UP AGAINST IN THE RACING CIRCUIT























ONE-PLAYER **RACING MODE** 

This mode puts the player in a futuristic racing circuit where you travel from planet to planet for intergalactic racing. You are constantly being challenged by cocky battle car drivers who think they can blow you away. Kill as many opponents as you possibly can and you'll earn top dollar prizes.



Go head-to-head against a friend in the split-screen, twoplayer simultaneous mode. This mode also lets you choose from three of the opponents' cars as well as the three already available. You will compete against each other and other battle cars will also try to slow your progress down.

















#### CROSS COUNTRY RESULTS

TARGET TIME	AS AS
TIME TAKEN	00 59, 51
Bonus Seconos	<b>12 0</b>
BONUS CREDITS	60×30:600
EREMIES DEFEATED	ē.
EASH EARDED	2×200:400
9	
	E DECEMBE E

At the end of each race in either the 1-Player or 2-Player mode, you will get a view of the results showing your overall performance.



#### AN ISLAND FULL OF LEVELS!

Don't be fooled by how small this island looks, for the levels are huge, and there is an entirely separate island and a cave system to go through. Don't forget the flashback to a past level with your Grandpappy! First, go to Cotton Island and find your flag there, then return home to discover your stash of extra flags gone! Rid the rest of the island of the flag-nappers and you will be able to win the island back for good!

#### Super Bonus Stages!



Destroy certain fruit and warp to a secret bonus stage!



#### **FUNKY BATTLE SUITS!**



Flame Thrower Get this suit and let loose a stream of flames!



**Boxing Plok** 

Change into a boxer that can fire boxing gloves!



**Hunting Plok** 

Don goofy hunting attire and fire a blunderbuss!



Armageddon Plok Fire four-way rockets out of

### LIMB-TOSSING ACTION!







Limb-tossing is a cool and original way to take out the opposition really quick! OTHER PLOK MOUES!



ACTIO





95%

Plok has other moves like high jumps, somersaults and a buzz saw spin attack!

#### POWER-UPS GALORE!



Collectible Clam Shells You can get 1-Ups or continues by collecting them!



Mystery Prize Package Get a super-zany suit! See left for some examples!



Additional Plok Letter Get four of these for one extra continue!



Rotary Buzz Saw Blade Turn Plok into a rolling buzz saw and clean house!



**Ancient Amulet** This amulet will let Plok use shells for a spin attack!



Fruit Fruit will restore some or all of Plok's lost health.



Multi-operational Switches These switches activate a certain part of the level.

## House Tonight!

Are you fed up with the same type of game? Well, get set for a cool breeze of originality! He may look strange, but Plok sure is a unique guy in an excellent game!

Instead of spin attacks and jumping on heads, this guy uses his arms and legs as projectiles! But losing all your limbs can be a drag (pun intended)! The setting is on an island, that Plok lived on and took care of, but the baddies are raiding his stash of flags.

Plok Around The



and he is going to settle the score! A very unique cart, you pass the time by collecting clam shells to earn lives and continues. You can also pick up beehives to release hornets! All the stages have a theme to them, all of which are

> quite humorous. There's even a level that is set in the past and is in black and white with old movie music! The levels are colorful and have many secrets, like special packages to give you some fancy suits! This cart shines above the rest with its cute originality!





Plok discovers weird items in place of his trusty flag at the end of this level!

#### Find your lost flag on the Cotton Island in the West!

#### The Early Stages



Practice your skills in this area so that you can do better in later levels.

#### Gairina Closarl



Look for all sorts of hidden shells and bonus surprise packages strewn about.

## Peden I

**Booby traps** are also a common thing, like falling logs!



#### The Bobbins Brothers!



Meet the Bobbins Brothers, two circus rejects that spit teeth out at you!

#### Grandpappy Plok's Ancient Amulet Search 50 Years Agol

#### They Sure Aren't Young!



Some enemies that you dealt with earlier are back, this time in greater force!

More Traps. On My

Traps and pitfalls are more prevalent than

ever before! Can you help your Grandpa?

## Pesiplo

Even the opening level scene looks like an old movie!



#### Bothersome Sobbins!



They're back from the first one! Now they have an extra dopey brother to help!

## 199210 (\* 0000 199210 (\* 0000 1833000 G.









Digging up old junk is quite frustrating at the end of each of these levels!

#### And So On, And So On. . .







The levels are obviously huge. With lots of places to explore and plenty of enemies to seek out and destroy, can you do it?

#### Round One!!

EUPER WES Alright boxing fans! Your days of waiting for the ultimate Super NES boxing cart are over! Get ready for Boxing Legends of the Ring by Electrobrain!

Featuring some really impressive graphics, Boxing Legends of the Ring is a slugfest extravaganza! To make things even more tasty, there

are three modes of play: Career, Exhibition and Legends of the Ring. In the Career mode, you can create your own boxer and give him the fighting attributes that you choose. In the Exhibition mode. you can spar against the opponent of your choice and practice to

your heart's content. Meanwhile, in the Legends of the Ring mode, you go head-to-head against eight of the greatest fighters the world has ever known, Names like Roberto Duran, Thomas Hearns, Jake LaMotta and "Sugar" Ray Leonard await you!

So, if you've been waiting to bring home the title of the world's greatest boxer, take a jab at Boxing Legends of the Ring for the Super NES! It'll definitely knock you out!!



Player-selectable viewing allows you to be either the near or the far boxer.



In the Exhibition mode, you can take the ultimate challenge - Player vs. Player!

# Legends Of The Ring

## knepel pnixog aw0 ruoY einerd



Pick a name and a unique look for your boxer.



Then, allocate energy to the types of punches.

It's easy to create your own boxer! First, select a fighting style like Street, Olympic or Military. Next, simply allocate your energy to the various punches available!

#### sedanus paitulauved emoč















Each of the boxers has his own set of strengths and weaknesses.



To break up a "clinch," simply hit the "A" button on your control pad!

PE		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	-	ELECTROBRAIN	<b>SUPER NES</b>	MODERATE	SEPTEMBER
1		CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
L	Ш	8 MEG	20	SPORTS	98%



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Date of Birth	Coupon #9256447-EGM

Bobby Hull, The Golden Jet, was one of the best all-time hockey players and his son Brett has followed in his footsteps. Brett brings all the hockey feel and realism that you'd want in this hard-hitting game. A vertical play field adds a good perspective and the options let you customize your type of game!

## BRETT HULL

FIOCH

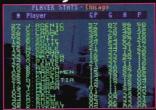
#### **PLAY IT YOUR WAY!**



The choices are yours! The many different options put you in control.

Edit Team View Team Roster

View Player Stats Coach



All of the players' stats are at your fingertips for easy reference.



Completely configure your teams and attributes before each game.



During the game you're still in control with replays and stats.

# One- or two-player action gets intense!

One- or two-player action gets intense! You can play alone, against a friend, or even together as a team.



#### A HOCKEY GAME WITH A REAL FEEL



The ice is slippery so watch your man closely.



Check the guys off the wall to steal the puck!



lcing can be a very effective technique.

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	ACCOLADE	SUPER NES	MODERATE	OCTOBER
4	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
T	16 MEG	N/A	SPORTS	50%















# CHUCK FOCK |



To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?





Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!





Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.





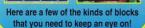
Available on Sega<sup>™</sup> Genesis<sup>™</sup> and Sega CD.<sup>™</sup>



## Talk About The Blind Leading The Blind! Puzzle lovin' people everywhere

will go nuts over the announcement of Mario and Wario! The concept behind this game is somewhat of a mix between Lemmings and Troddlers. Wario has covered the heads of various Mario characters with different types of objects. You must control a fairy to lead them back to safety! Build blocks to knock the blind characters out of harms way. Collect the usual coins, neat trinkets, and other useful objects while taxing your brain with mind-numbing levels! This game is both fun and educational for children and adults of all ages! So go out





#### 3 Paintal levels

**PUZZLE** 

% COMPLETE

65%



Eight different kinds of levels exist, each having a hefty number of sub stages!

#### Here is a sample of the many different levels!



Level one is set in a forest, a great puzzle.



Level five will challenge the most skilled player.



Test your skills in the clouds of level eight!

#### Just how do you play this game?



Choose the level that you want.



Take a good look at the stage layout.



Build a path for the characters.



Complete and go to the next stage.

#### Scharaciers to selectly



there and get to it, man!







The three characters have different speeds. Choose the one that best fits.

#### Here teppit epult



The stages vary in size, and they can get quite complex and mind boggling!
The above picture is a map of one of the stages. Luckily, this one does not appear to be too frustrating. It does show, however, that the actual stages go far beyond the normal game screens!

## YOU'VE GOT A REAL FIGHT ON YOUR HANDS.



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**GENESIS** 

#### FIGHT ON THE HALF-

#### SHELL!

This time the turtles are going hand-to-hand in TMNT: Tournament Fighters! Play as any of the four Turtles, or play as their most feared bosses! There is a one-on-one mode to take on a friend, or a tournament mode against the computer! Although only it's 60% complete, and some moves are still in the works, below is a peek of what's coming up! Stay tuned to EGM for more info on this sure-fire turtle hit from Konami!

## EENAGE MUTANT NINJA TOURNAMENT GERALTERS

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	KONAMI	<b>SUPER NES</b>	MODERATE	DECEMBER
4 =	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	12+	FIGHTING	60%



TURTLE FIGHTS: Like SF2 and Mortal Kombat, TMNT: Tournament Fighters has similar move execution. In addition to playing as the four turtles, you can also fight as one of the Bosses! As of now, you can play as Armaggon, Chrome Dome, War and the evil Shredder!



#### LEONARDO

Leonardo can launch a flying blade with two swords! He also has a horizontal and vertical attack spin!







#### DONATELLO

Donatello can do a floor flame, headbutt or headstand







THE MOVES: There are basically four moves each fighter can perform: one regular kick and a fierce kick, and a regular and fierce punch! It takes four fierce hits to make an opponent dizzy! There is also an "Ultimate Move" that can be performed when the green bar below the life meter is flashing!



#### MICHAELANGELO

Michaelangelo is one of the quickest: He can do a ball attack, a fireball and a deadly uppercut!





FINAL MOVES: When the green bar is full and glowing, you can do a final move, causing





your opponent major damage if they don't block it! Here are Armaggon and Shredder's!



STAGES: Here are ten of the stages that are backdrops for the fights! Although only seven of the backgrounds

are complete, they are very impressive with multi-scrolling and plenty of movement from the spectators on the sidelines!







drop from above and must be smashed to bits! Don't let them fall on vour head!

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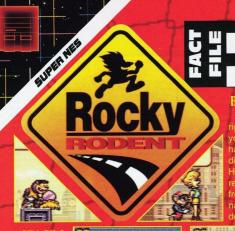
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#### 'JURASSIC PARK' is two games in one. As the dinosaur 'Baptor', rampage across the island battling other beasts, eluding traps and weapons from human enemies. As the paleontologist



MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
IREM	SUPER NES	MODERATE	SEPTEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	6	ACTION	100%

#### **BECAUSE HE STILL CAN!**

Rocky Rodent is speeding right toward a Super NES near you! Rocky Rodent is truly a hairy little critter as he uses his different hair styles as weapons! Here Rocky must rescue a restaurant owner's daughter from gangsters who have kidnapped her because the owner doesn't pay his gambling debts!

They underestimate Rocky, who doggedly runs after his enemies, tenaciously trying to bring them down! Some sections of the game require timing, running and jumping skills as it is not all banishing enemies! Can Rocky do it, or will his hair not save the day? This is the only rodent that can do it! But why? Because he can!

Run across buildings and down sewers to the end of the level! Banish enemies to win!







Open trash cans and gifts! Food gives points!









STAGE 3: This is a maze! Watch for ghosts! Jump or hit the boss in the nose. but he throws deadly rings!

















FLOWER: Whip enemies to death!

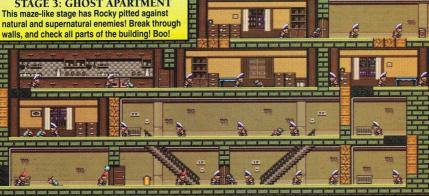








STAGE 3: GHOST APARTMENT This maze-like stage has Rocky pitted against natural and supernatural enemies! Break through



#### PIPES:

Use the pipes to move to lower parts of the complex! Just get on the opening at the top and Rocky will go down the pipe to the very bottom!

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

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#### HE OMINOUS MOVES AND TOOLS OF A MENACE BLOWGUN



#### RUNNING

Use your running skills to do high jumps and get away from enemies!



A fast, straightforward weapon that fires right to the end of the screen.



#### PUSHING

Push boulders and other objects to the desired position to use them.



#### SLING SHOT

A slower weapon that has a slight arc at the end of the shot.









#### WATER PISTOL

Fires four shots of water and it arcs dramatically to get low enemies!

#### EAT ANIMATION OF DENN





stars, and coins that provide points!







#### THE UAST TREE PATHWAYS OF THE PARK!











As you can see, the levels are huge, and have lots of places to explore! Most of the levels are set up so that you can spend hours searching through and finding treasures.

#### ENTER THE LEVELS!





The sewer is not a fun place to visit! Lots of pitfalls mark this evil place.





Steam and fireballs are what you're up against in this hot action-packed level!





More levels will come like Mr. Wilson's house, the school and the forest.



As of right now, this is the only boss in the game. More are on the way!



Use the indicators to the lower left to keep you abreast of your vehicle's status.



The terrain gets progressively difficult to navigate: buy shocks and tires.



**AVERAGE** % COMPLETE

**DRIVING** 

#### Tradewest's latest racing entry, it'll really shake ya up! PICK UP THE PACE WITH

graphics are really, really cool! So get into the driver's seat with

BAIA MAYHEM! Alright gamers, strap yourselves in for the meanest, grittiest off- road adventure

the action is.

to ever hit your television set! Super Off Road: The Baia by

Tradewest will really take you where

Select the level of difficulty, vehicle color, the racing circuit and one or two players. Each group of courses offers a progressively harder challenge. The harder the circuit, the tougher your competition.

After you complete your race, stop by the pit stops to purchase nitros, shocks, tires, lights, and modified engines to name a few. The nitro can be used at will to help you in those dire "times of need."

Of special note is Super Off Road: The Baia's great special effects. The scaling in this game is flawless! The



Use your nitros intelligently to help you overtake and pass your competitors.

#### A VARIETY OF TRACKS KEEPS THE ACTION CHALLENGING!



You can select different racing circuits with varying lengths and difficulties.

#### WATCH OUT FOR INNOCENT OFF-ROADERS!





Be especially wary of the various pedestrians, animals and ATV traffic around you. If you hit them, you will be penalized thousands of dollars!

95%

#### LOOK FOR THESE ICONS TO HELP YOU ALONG THE WAY!



THE MONEY BAG- Grab this icon and you will receive a monetary bonus. The money will really come in handy!



NITRO- You want to keep a good supply of nitros during the race, and this is the way to do it! A very important item!

#### **BUY YOUR RACING SUPPLIES** AT THE VARIOUS PIT STOPS!



When you finish a leg of each race, you will be able to enter the pit stops for vehicle upgrades. This is a golden opportunity to buy the various items like nitros, tires and modified engines!





Use the customizing option to configure your car to your exact specifications. Select from variations in tires, transmissions, brakes and even your pit crews!

#### REV 'EM UP

Prepare to burn a little rubber with F-1 Pole Position for the Super NES.

For starters, there are three modes of play; Battle mode, Test Drive and a Tournament Race. In Battle mode. you can go against the competitor of your choice. You can even pick the amount of racers that you wish to go against. For example, you may just want to race against one other driver for light practice. On the other hand, you may pick four or five of the best drivers for a little more challenge. In the Tournament mode you must race on each of the sixteen internationally renown racecourses. In addition, there's even a two-player option so you can race one of your friends as well!

Pick your car from a large variety of F-1 racers. You can select from a huge group of user-definable options for each car. Outstanding!

So what are you waiting for? Get in the driver's seat with F-1 Pole Position for the Super NES!



Use the composite map in the right-hand corner to give you a fix on your location.

MANUFACTURER	MACHINE	DIFFICULTY	AVAILAB
<b>UBI SOFT</b>	SUPER NES	HARD	NOVEM
CART SIZE	NUMBER OF LEVELS	THEME	% COMPL
 8 MEG	16	DRIVING	98%

#### Famous Racing Circuits







With sixteen courses to race on, the challenge really gets intense! Here are some of the more famous of these race tracks. (From left to right) Circuit de Monaco, Monaco, Autodromo Enzo E Dino Ferrari, San Marino, and Suzuka International Circuit, Japan. All of the courses are difficult and contain a wide assortment of hairpin turns.

#### Pick A Car And Driver















In the Two-Player mode, you can race head-to-head against a buddy!



Pull into your pit area to change tires and do some much-needed car maintenance!

#### **TOTE YOUR GUN AND** HAVE SOME FUN!

Get your Super Scope and get on Yoshi's back for a wild shootin' ride: Yoshi's Safari! This is the latest in the Super Scope games, this time you ride on Yoshi's back, shooting enemies as you go! Look out, though, these enemies shoot back and can cause you and Yoshi serious damage! Also look out for the back of Yoshi's head, you can accidentally shoot it and cause your "team" damage! And with the twoplayer option, one shoots with the Super Scope, the other controls Yoshi's steering, jumping, and ducking for a total team effort! Get ready for the hunt of your life with Yoshi's Safari!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	NINTENDO	SUPER NES	EASY	4th Qtr. '93
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	12+	SHOOTER	90%

#### ITEMS TO HELP YOU IN THE HUNT:



?-Box: Shoot these flying boxes for the item inside! When the item is flying around, shoot the item to be able to use it!



STAR: Shoot this item to make Yoshi temporarily invincible!



CLOCK: Shoot this item to give vou more time!



#### **SAFARI MAP:** You must complete the first six levels in order to

get to the second six! However in each area you can decide which land to go to!

Your shots can accidentally hit

Yoshi in the back of the head!



#### **HOW TO DO SPECTACULAR JUMPS:**



Jumps: When you are at the middle of the arrow, press the front handle button B to jump!



POWER









#### WORLD 1: AREAS 1-7

Moving from area to area, the early stages are relatively easy, with primarily shooting skills required! However, the later ones rely more and more on driving skills! Careful at corners -Yoshi can slide off the track!





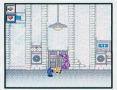




#### WORLD 2: AREAS 8-12

Things get much faster here! Recognize these foes? This game is riddled with trademark Mario characters! Also keep an eve out for swinging doors shoot them at the end to make them swing open to a track!



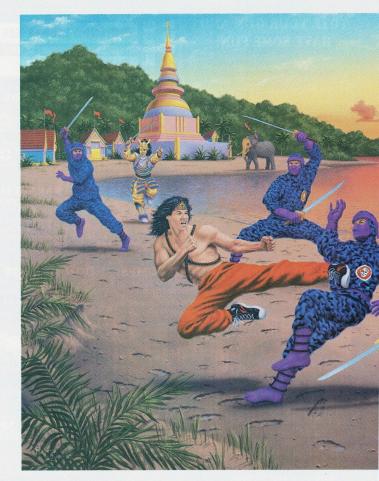


Defeat all the enemy ninjas and continue left until you reach the phone booths. Ask Adam for clues here.





Stand on top of the plaque after you've defeated all the ninjas, and ask Adam for a hint. He may give you clues leading to the family treasures.



To beat the enemy ninjas here, move to the right and jump off the ledge to the next full statue. Ask Adam for a hint.



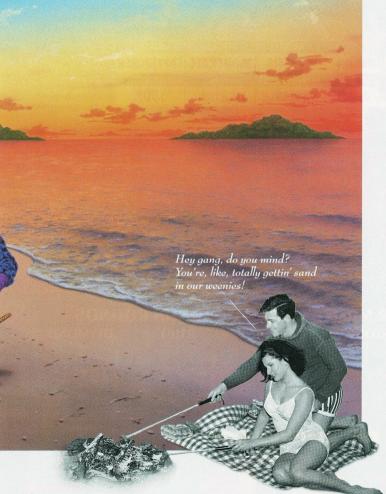
Your only defense against Colonel Chi's gun is the Weapon of Kwantsu.







Find this secret level and look for power-ups, special weapons, an extra life, and gold coins. You also might find a shortcut to finishing the level.





Based on the movie of the same name, Surf Ninjas is perhaps the most intense, action-packed martial arts game ever. See into the future. Fight ninja death squads Liberate your South Pacific homeland from the evil Colonel Chi. Gnarly.



# KIAL KUMHA

#### GORE GALORE!!!

Sega has managed to cater to all audiences through the use of a secret code. This code

allows players to enter into the arcade or bloody mode. In the normal, non-gore mode, there is no blood flying with

renegis.

DIFFICULTY AVAILABLE MACHINE MODERATE SEPTEMBER AKENA **GENESIS** THEME % COMPLETE **FIGHTING** 100% MEG VARIABLE

any hits including the special moves. Also, in the toned-down mode, the fatalities have been changed slightly in

an awesome overall effect. Save your money for Mortal Monday 'cause this one is going to go fast!

wins counter have

reproduced. They

even managed to

recapture the digi-

tized sounds for

been faithfully



Choose any of the seven characters and even play as the same one throughout.



In endurance rounds, the first foe flames out and then you must fight another.



some cases and changed drastically

this is destined to be equally popular

in others. As an arcade smash hit.

as a cart. All the other aspects like the bonus rounds and number of

Play a friend or the computer. It will keep track of winning streaks.

#### **TEST YOUR MIGHT WITH FIVE BONUS ROUNDS**

WOOD

STONE

STEEL

RUBY

DIAMOND













#### YOU'RE IN CONTROL OF THE GORE!

With the use of a special code, you can select between clean cut or blood and guts modes! The differences are shown to the right and also affect the finishing moves below (red indicate blood and white represent the cleaned up version demonstrated below). The spiked pit is taken out of the no-blood version.











B=BACK, F=FORWARD, D=DOWN, U=UP, DB=DOWN BACK, DF=DOWN FORWARD, TO=TOWARD OPPONENT, LP=LOW PUNCH, HP=HIGH PUNCH, LK=LOW KICK, HK=HIGH KICK

RED ARROW=BLOOD MODE WHITE ARROW=NON-BLOOD MODE



#### **VAN DAM SPEAR**



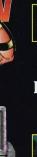
B,B + LP Launch a spear at your enemy and pull him in.

#### **TELEPORT PUNCH**



D,DB,B + HP Disappear and teleport behind your foes with a punch.









#### FATALITY: Block, U, U



#### ICE BLAST



D,DF,F + LP Freeze players which leaves them open to any attack.

#### **POWER SLIDE**



LK+HK+B Come in low with a fast slide to knock them down for good.







FATALITY: F, D, F + HP







B=BACK, F=FORWARD, D=DOWN, U=UP, DB=DOWN BACK, DF=DOWN FORWARD, TO=TOWARD OPPONENT, LP=LOW PUNCH, HP=HIGH PUNCH, LK=LOW KICK, HK=HIGH KICK

RED ARROW=BLOOD MODE WHITE ARROW=NON-BLOOD MODE



#### **RING TOSS**



LP, B + LP A wide spread sonic wave.

#### **SQUARE WAVE FLIGHT**



F, B + HP Fly at enemies in the air.

#### **SCISSOR GRAB**



LK+LP+D Grab foes and slam them to the ground.

# SO A











#### FIRE BALL



F,F + HP
Throw a quick
ball of energy
at your
opponents.

#### **FLYING KICK**



F,F + HK Sail across the air at a blinding rate with a jump kick.











#### **ROLL SPIN**



360 TO
A fast cannonball hurled at foes.

#### **KNIFE TOSS**



HOLD BLOCK,B,F Throw a spinning knife toward foes.

#### **FACE SMASH**



CLOSE + HP
Use your steel mask
in a headbutt.

## KANO













#### **LIGHTNING THROW**



D,DF,F + LP Send a long blast of electricity.

#### **TORPEDO**



**₩** B,B,F Fly at foes and push them back.

#### **TELEPORT**



Disappear and reappear behind.

#### D,D,U





FATALITY: F, B, B, B + HP





#### FIREBALL



Toss a fireball with a wind up.

#### SHADOW KICK



B,F + LK Glide across the floor with a kick.

#### SPLITS PUNCH



D+HK A tricky low blow when you need it.

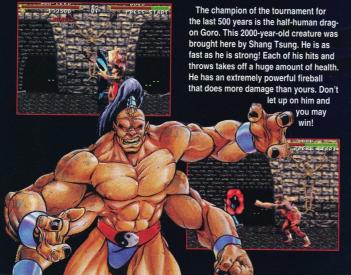








#### CAN YOU DEFEAT THE 500-YEAR CHAMP AND SHUNG TSUNG?



#### **SHANG TSUNG** TOURNAMENT MASTER

If you can make it past the monstrous Goro, you will have to fight the grand master. He is lightning fast, can throw multiple fireballs, and worse yet... he can assume any player's form and will do so at the worst time for you!



#### WALK ING THE LONG **BLOOD-STAINED** PATH... AGAIN!

After putting down his sword and vowing never to fight again, Joe Musashi must now take up arms to defeat the Neo-Zeed crime organization. This time Musashi has several new attacks such as a running slash and a devastating knee drop to smash enemies! Fight through seven tough levels, each with a boss and mid-boss that must be defeated in order to com-

MANUFACTURER SEGA

CART SIZE

8 MEG

NUMBER OF LEVELS

MODERATE

SEPTEMBER % COMPLETE

**ACTION** 

95%

#### FIND THESE ICONS TO HELP YOU SURVIVE: BREAK CRATES!









IITSU: Gives one magic.



HEART: Refills life meter.



TIME BOMB: Timed explosion.

plete the level.











POW: Gives powered attack.

👺=8 2377 : 1000 100 mm 11 📝 = 38 💮 = 1 60 480 #1



#### ROUND LIZEED'S RESURRECTION

Start in the woods and move into a cave! Jump and climb over pits in the cave. Look for hidden areas containing valuable items! The Boss is a samurai with four arms! Use dashing slashes on him, and be ready to jump his rush attack!







**ROUND 2: SECRET ENTRY** 

Start riding a horse! Watch for the ! in the air - they signal you to jump (A then B). Next move

horizontally, then vertically!

Watch for snipers! The Boss is

a floating eye that will launch

fragmentation grenades and





#### ROUND 5: ELECTRIC DEMON

Dash through the fiery woods! Watch for land mines and the large fuel tanks - they explode when you stand on them! An armored Boss awaits at the end.



#### **BASIC MOVES:**

These are the movements Shinobi can do. The L1 refers to normal: the L2 refers to when Shinobi has a POW icon















JUME

DOUBLE JUMP

#### ATTACK MOVES:

Shinobi can do a variety of attacks: some familiar, some new. The P stands for an attack with the POW icon.





above and gives you a temporary shield.





KARIU:

MAGICAL ATTACKS:

FUSHIN:

Gives you the strength of several men to perform super jumps!

Four fiery dragons rise from the ground and engulf the screen!



MIIIN: Restore all health and lose a life! Also causes a





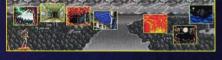


STAGES & CINEMAS:

These are the seven stages in the game, from left to right, and are shown before each level. There is also a cool picture that follows each level as well.







#### **ROUND 3: BODY WEAPON**

This genetic engineering factory is the stage for Round 3! Watch for flying and jumping brains! Run through the next part - a room with a sticky wall and floors! Watch for the Boss here - he tries to shoot you! In the last part, take him head on!







#### **ROUND 3: DESTRUCTION**

Yes, it's true, you do surf! You can also use the knee attack here! The second part takes place on a water platform, but the last part takes you back surfin' against two Bosses! When the first is destroyed, the second gathers his weapons!













This giant mechanized dragon breathes fire, shoots energy blasts, and makes heavy objects drop from above! Hit it in the head to destroy it, but is it dead?







MANUFACTURER LS. GOLD

**GENESIS** NUMBER OF LEVELS

MACHINE

DIFFICULTY

**ACTION** 

MODERATE

100%

**JOURNEY FROM DARKNESS** 

8 MEG

#### "Live For Me... Don't Die Strider!"

He's back, and ready for more! Strider Returns, and this time he is saving his love Lexia from the clutches of the Evil Master! This time, however. Strider has some new attacks including a Sweep Sword and throw-

ing stars! The Evil Master is also ready with some new surprises - like huge bosses and other nasty elements! Strider must battle through five huge levels to save Lexia! Can Strider weather the oncoming storm of enemies? Will Lexia remain imprisoned by the Evil Master? See if Strider can make a triumphant return!

#### **ITEMS IN THE LEVELS:**

Break open the white pods for power-ups and other items hidden inside!



Energy gives strength:





Power-up fillslife meter; ball is a temporary shield.













#### **LEVEL 2: CASTLE METROPOLIS**

Climb up through the stone towers! Watch for electrical fields that will shock you. The Boss is a version of the Evil Master! You must destroy his orbs before attacking him!





#### LEVEL 3: **HIVE LEVEL**

Look out for the giant wasp nests - get near them and the wasps will emerge - usually causing you much damage! The Boss is a giant wasp - hit it in the tail to kill it!



AMERICAN TAIWAN MEGAPOWERS DREAMS (Hitting) (Hi-Tech)













BATTLERS

(Chance)







#### · DOWFR-UD VOUR DI AVERS



TOKYO

(Hitting)

SAMURAIS

Select the player you want to reinforce with armor.

The unique aspect of Super Base-

ball 2020 is that you can power-up players with money collected during the game. Beef up hitting, fielding, and pitching stats. Each increase costs more money.



BRAINS

(Hi-Tech)

Robots have their own general power-up price.

#### BEWARE OF CRACKERS

As if there weren't enough problems in the outfield, the umpire has added explosive crackers to the field. Don't touch 'em!



#### 3 TYPES OF PLAYERS

The robots have the most strength but need to be repaired more often. The humans are the best overall in the sport and really improve when wearing armor.





		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	۳	<b>ELECTRONIC ARTS</b>	GENESIS	MODERATE	SEPTEMBER
=	F	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	-	8 MEG	N/A	SPORTS	90%

#### TAKE ME **OUT TO THE** 'RORG GAME!

Baseball heads into the future. The year 2020 to be exact. Now men women and robots compete in an interesting twist to the old baseball theme.

The players can be outfitted with special armor that enhances their batting, pitching and fielding Robots are the real stars of the show but break down very easily.

The basic premise is simple, but you'll find a few twists. It's much harder to hit a home run and the fields have interesting additions like crackers that explode on contact!

#### . THE CAME .







#### MONEY TALKS .

Every action during the game can either earn money for stronger power-ups or can deduct money from the account balance. Here is a short list of some of the values:

-\$10.00

+\$3000.00

Get tagged out:	-\$50.00
Get caught out:	-\$50.00
Pitch a strike:	+\$100.0
Hit a single:	+\$300.0
Hit a double:	+\$500.0
Hit a triple:	+\$800.0
Hit batter with a pitch:	-\$1000.

Run home:

#### Yup! You guessed it!

More pages on the CD sequel of the century! More info, more scoop, and even better pictures than before! Much more work has been done on this



hot title. First off, Rosy is a sidekick in this game, but is kidnapped in the second level. Not only that, but

the bonus stages that are here are filled with cool scaling effects that will make your eyes water! You guessed it, we'll have more in-depth coverage on this title as more news pumps in!



The two evils of the game, Dr. Robotnik and his new model Mecha Sonic!



The blue wonder is back for more! Can you help him defeat Robotnik?



The latest sidekick is here! She only lasts until the second zone, though.

# TIME TRAVELING?! The Past and Future markers let you know where you'll time travel. The Past and Future zones are variations of the present and offer even more! Gain speed. Present Future Future

PERMI	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	
FACT	SEGA SEGA CD		MODERATE	DECEMBER	
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
	CD-ROM	<b>70</b> +	ACTION	55%	
	TO WHAT	ELCE IC NE	W WITH SC	MICS	

#### SO WHAT ELSE IS NEW WITH SONIC?



Check out Sonic's cool new moves! As shown above, there is a special move that shows Sonic's view of the loop while the background perspective twists.







A new form of the spin-dash and the kookey edge-falling animation is back!



Invincibility



Shield







Sorry buds, the zones of the past aren't available yet, but stay tuned to EGM!

# palmtree anit zone

#### what to expect from this zone! Time Traveling Secrets!

Here is a brief representation of



If you time travel in the right areas, you will find many other hidden goods!

#### Tons Of Secret Areas!









Breakable walls, hidden platforms, and many, MANY other secrets are here!

#### Pollision Phass Zone

#### More Surprises, Oh Boy!









What can you expect in a giant pinball machine? This one is really nuts!

#### All about the Collision Chaos Zone

The Collision Chaos Zone is basically the next generation in Spring Yard and Casino Night zones! Huge pinball machine layouts will really confuse you after awhile. There are loads of hidden surprises (good or bad - your choice) dotted all over the place. Just take a look at the map on the right. This one nearly drove me insane! This level is sure to challenge your patience!

#### Springs Galore!



mess of bells!

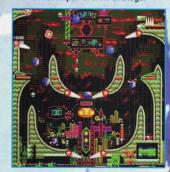
#### About the Palm

The first zone is filled to the brim with special secrets and surprises! If you look in the right places, there will be great results! Enemies are strategically placed, and they will come after Sonic anytime, any place. Keep an eye open for the menacing mosquitoes. Let's not forget the fact that time travel also exists, so now there are twice as many hidden items! So many places to see, so little time!

#### Robotnik's First Form!



Robotnik first appears sporting a robotic pair of arms and legs!



#### Enter Boss 2!



Watch out for Robotnik's new claw device that he is riding in

#### TURBULENCE IN THE TIDAL TEMPEST!

Does the name Labyrinth or Aquatic Ruin pertain to these levels? As you can see, these are the new renditions of the classic water-filling ancient caverns! There are secret switches everywhere, and don't forget that you can time travel to the ruins of this place! Definitely one of the more mild zones.











If you hit the right switches and go the right way, you'll be rewarded greatly!

#### Look within the Present.





тине 011

Search high and low for great power-ups and rings. And if all else fails. . .

#### evy Sarvival Tacifes!



The dreaded undercurrents will always plaque Sonic!





#### or in the Fature Rains





... Warp to the future where the ruins hold wonderful treasures!

#### STAGES ARE DONE WITH AWESOME SCALING! DER COOL SPECIAL

dow do you Get in, you Ask?



Hey! It's just like Sonic 1! Get 50 rings and leap into the big ring at the end!

#### Enter Special Stage One!



Time your jumps so that you don't touch any water or lose time that way!



Watch for streams of water and an oil slick blocking your pathway!

#### Now Try the Second Stage!





Larger bodies of water and other new surprises are more prevalent than every







Steady control will let you get past these rebounding walls and bells!

#### Destroy All of the UFOs!



#### MISCELLANEOUS NEWS AND TIDBI Time Attack Mode! Auto Saving Feature! Not much is really new since the last

article was printed, but much is being speculated! The Time Attack mode is still in, but we have also learned that you can use the backup RAM in the CD drive to automatically save what level you are on! And Mecha Sonic is said to be one tough droid!





EXIT HEXT CO RECORDS 1 01' 00"00 RBC 200 02' 00"00 DEF



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720 1 5	Burgertime 6 16	Dragon Fighter 6 26	Heavy Barrel 3 10	Loopz 10 19	Pesterminator 6 16 Petr Pan Pirts 4 19	Sesm St ABC 22 42 Sesm St Ctdn 18 42	Tecmo Bowl 2 8 35 Tem Cun Seer 16 34	Whomp'em 6 25 Widget 22 39
8 Eyes 3 7	Buster Bros* 22 39	Dragon Power 1 7	Heavy Shreddin 2 8	Lost In Vegas 22 39	Phantm Fighter 4 10	Shadow Ninja 6 16	Tcm NBA Bsk 26 44	Wild Gunmn 4 15
Abadox 1 5 Addams Family 8 30	Cabal 4 10 Caesars Palace 22 40	Dragon Spirit 1 8	Heros Of Lance 2 12	Low G Man 2 10	Pictionary 4 15	Shadowgate 2 10	Tem Wrld Wrst 1 8	Willow 4 14
Addams Family 8 30 Adv Byu Billy 1 5	Calif Games 2 12	Dragon Warr 1 5 Dragon Warr 2 14 30	High Speed 16 36 Hillsfar 18 40	Lunar Pool 8 20 Mach Rider 1 5	Pinball Quest 8 22	Shatterhand 2 16 Shingen Ruler 4 15	Teen MNT 1 7 Teen MNT 2 6 19	Win Lose Drw 1 14 Wings 2* 22 39
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Adv Island 12 25 Adv Island 2 14 35	Capt America 16 32 Capt Comic 3 10	Dragon Warr 4 28 50	Hogans Alley 3 9	Mafat Cosprey 2 5	Pipe Dream 6 20	Shock Wave 4 12	Tennis 2 8	Wizard of Oz® 22 39
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# KILL OR BE

Fighting games are still popular in the arcades. SNK's latest blockbuster seems to be the best one of all. Featuring twelve warriors who have swords, sickles, and naginakitas, you fight with some of the most intense fury ever. Close in to parry your opponents blow, and possibly knock his weapon out of his hands. If you want blood, this game's got it. To defeat your foe once and for all, you can hack him in half, or rupture an artery, thus spraying blood everywhere. Two characters even have trained animals to attack with. Sometimes during a match, a man will run by and toss items into the midst of the battle. These may help or hinder.

In terms of graphics, this game blows away everything out there. It has scaling similar to Art of Fighting, but thankfully it's to a much lesser degree here. Samurai Showdown is simply a masterpiece.



Hanzo Fearless Ninja Quick and powerful.





CHARLOTTE
Female Knight
Great defense!







Tam Tam

Jungle Fighter

Long reach of attacks.





KYO S HIR O
Kabuki Actor
All around average.







Wan Fu Killer King Terrific offense powers.



Fearsome Fat Man
Can't be thrown!







JUBEI
Samurai Warrior
Quick, yet strong.





Haohmaru















If the two fighters get close, they can parry each other's weapons, and knock them away. Now you can fight an unarmed foe!









#### nakoruru

A young girl who likes to attack with her falcon and swords. She is



fast, and has a lot of aerial attacks she uses to confuse her foes. Despite her size, Nakoruru is one of the deadlier fighters.



#### GENAN

Genan Shiranui is a fearsome looking freak who likes defeating his

foes with his bladed hands and deadly twirling body moves.



#### икуо

Ukyo Tachibana is a masterful Kensai who believes in perfecting his swordsmanship. He has a variety of strikes that do massive damage. An extremely deadly foe.











## GALFORD

He has an attack dog which he uses in fights. He is fast and attacks with special moves like the Mirage and the Plasma Blade. Very agile and versatile in combat.

















BEANIE







Explore the house to find the family

members. All sorts of traps reside here.



1-UP



#### THE KITCHEN:

Grannie is hidden inside the kitchen somewhere. You must learn to turn switches on and off to survive.



#### **PUGSLEY'S SCAVENGER**









#### MASSIVE BOSSES!!!

Rescue family members and collect hearts by defeating an assortment of deadly boss characters. See if you can survive!



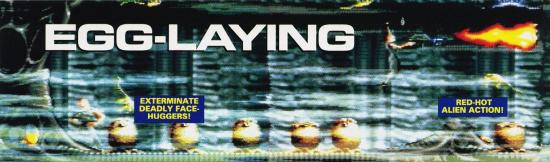
	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	OCEAN	NES	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	80%



#### **FAMILY TIES**

The Addams Family has disappeared within the confines of their spooky house. Only Pugsley knows where he is. As Pugsley, you must save your family. The quest won't be easy, as a sordid bunch of creepies have invaded the family home. Big bosses and quarly traps will also pose a threat to our young hero.

Pugsley starts out with two life meter hearts, but he can find more. If those run out, Pugsley croaks! Along the way, special items can be found, like a beanie cap that allows him to fly, and shoes that let him run. This game plays well for the NES, and like its 16-Bit brother, it's a player's game. Lots of technique and strategy make it a real chilling challenge for all players!



# CHEST-BURSTING

CHEST BURSTING EXCITEMENT!

SCRAMBLE ALIEN EGGS!

## ACID-SPITTING

FLESH-RIPPING EXOSKELETONS OVERHEAD!

ACID-SPITTING ALIEN INVASION!

#### GET ALIEN<sup>3</sup> ON SNES!



DEADLY ALIENS ARE EVERYWHERE!



EXPLOSIVE FIREPOWER!



FEEL THE TERROR!









#### TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

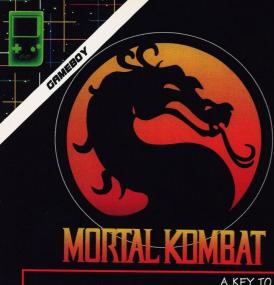
- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.

- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS" AND SUPER NES".

# REARNED ESS. I MANUEL STATES OF THE STATES



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#### AND HE SAID. "FINISH HIM"

Mortal Kombat is going to hit almost every system on the upcoming "Mortal Monday!" It will be available for the Super Nes. Genesis, and Game Gear systems! And the Game-Boy system will not be left out, either! You can select one of six fighters to enter in a fight-to-the-finish oneon-one battle to gain the title of the Supreme Warrior! The GameBoy version retains most of the arcade version's qualities (except for the Reptile and fighter Johnny Cage, but it keeps the fighters' special deadly moves - it even has Tsang Shung and the fourarmed warrior Goro.

Shung is the last and most difficult fighter in the game as he can change into any other fighter at any time! The Fatalities are now called "Finishing Moves" and have been altered somewhat. Howeyer, Sonya and Scorpions have not been changed. Challenge the computer, or play against another fighter with the GameBoy Link-Up cable! See if you have what it takes to survive Mortal Kombat!

#### A KEY TO MOVES:

TOWARD = T; DOWN = DN; BACK = BK; DUCK = D; AWAY = AY; BLOCK = BL; HIGH BLOCK = HB; LOW BLOCK = LB; UPPERCUT = U.

NO CAGE? Where's Johnny Cage?! Cage unfortunately couldn't make it to the GameBoy version of MK!

BATTLE PLAN !

MATCH









LOW BLOCK DN. A + B







**B BUTTON** 

DOWN + B

TOWARD + A

#### BATTLE PLAN

A BUTTON

To the left is a man of all the fights in the game! However, some matches can end with a draw or when the time ends. When the latter happens, the person with more life on his or her meter wins!





#### MIRROR MATCHES



Take on yourself in this match! See if you like your fatality on yourself!

#### **ENDURANCE MATCHES:** TWICE THE TEST!



Two foes will oppose you in these stages and you must beat both with one life meter!

After the first foe drops, take on the second one - here Kano follows Rayden!

#### GORO: FOUR LOVIN' ARMS!





This 2000-year-old half-dragon is the second to last fighter in the game! He uses his huge size to his advantage!

Goro's fireball causes serious damage if you don't block it when he throws one!





Goro also uses a backhand smash that will knock you across the screen!

MANUFACTURER MACHINE DIFFICULTY VARIABLE 100%



These are the people you can fight as! However, Johnny Cage is not in this version of Mortal Kombat!















KANO: A brutal mercenary, Kano has entered the contest in hopes of winning treasures. He uses several vicious attacks to defeat his opponents!







SONYA: A member of Special Forces,



FINISHING MOVE: BIG KICK (D, T, T, A)







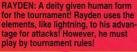




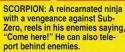
















FINISHING MOVE: SHOCKER (AY, T, D, HB)



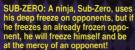
















FINISHING MOVE: SUPER PUNCH (T, D, T, B)





FINISHING MOVE: FLIP/UPPERCUT (T, T, A, B)



Learn of your origins in Dharm City

Your journey begins in the city of Dharm, where you are being trained by the Elder to salvage what's left of your land after massive flooding! Only you can save your people!



All sorts of helpful places exist in Dharm. including inns and other dwellings!

#### Time-traveling warboats!





A new idea presents itself with the Talon, a time traveling high-tech battlecraft!

#### Enter the North Tower!



The North Tower holds the Float spell that will let you travel to different islands!

#### Go and Meet Cronos!





Fly to the west island and get the unit of the Talon to time travel to the past!

#### - WaterHag



Should you try to get the unit to the Talon, a WaterHag is waiting for you!

#### Meet the first cast.



EGEND

The

Legend that

Lasts for all

Time!

All of the Final Fantasy

fans that appreciated Square Soft's fine line of RPGs will be anxiously awaiting this hot title! The story is, as always, novelistic and very involving. Enter three

warriors who were sent back

through time to prevent waters

from flooding the entire lands. The

world is, of course, large and vast.

To also increase the playability by

twofold, you can time travel to the

past and even to the future by col-

assembling them in the ship! An excellent finale to a fine line of

lecting the 13 units of the Talon and

RPGs!





#### Arthur

Of course we need a hero for the job!



He has an axe and knows it very well!

Gloria

She's a sorceress of amazing feats.



She is in love with the hero. Arthur.



present.

he's an

Myron Born in the

Elder Wise man who raised the future

#### axeman. Great Combat Scenes!





kids.

Combat is viewed in a somewhat similar fashion to Final Fantasy Mystic Quest.

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 5	SQUARE	GAMEBOY	MODERATE	SEPT
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	RPG	90%

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- · Rocket Knight Adventures Game
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- **5 FIRST PRIZES:**

10 SECOND PRIZES:

- Rocket Knight Adventures Game
- Rocket Knight Adventures T-Shirt 10 THIRD PRIZES:
- EGM In Your Face T-Shirts

**52 FOR CLUES!** 

8. Sparkstar gets around by using a super-powered

#### **ROCKET KNIGHT ADVENTURES CONTEST ENTRY FORM**

Fill in boxes above from the

crossword puzzle to be eligible to win fantastic prizes!

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Address

City, State

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You'll also get info on upcoming movie releases and have a chance to meet comic artists ready to talk and sign copies of your favorite titles! Throw in the FREE HERO SUPER TOURBOOK, filled with playing strategies and fantastic V.I.P. news on the best games in the biz, and you have a show that's just too good to pass up!

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OCTOBER 22-24
OCTOBER 29-31
NOVEMBER 19-21

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#### IT WILL BE A LONG & HARD-FOUGHT BATTLE!

The Shaolin Tournament for martial arts consists of some of the toughest and bravest fighters from all over the world. In order to become the grand champion, you must fight in an elimination match against the other warriors, then defeat a twin fighter in the Mirror Match. Three Endurance Matches will then follow where you must fight two opponents in sequence and defeat them in two rounds. If you manage to sustain these battles, you'll have to muster up all your skill to defeat the powerful Goro and Shang Tsung!











#### PLAYER SELECTION

The player selection screen boasts some of the best graphics ever seen on the Game Gear. Choose your favorite character and battle it out!







## ENTER THE KOMBAT ZONE!

When news came out that Mortal Kombat would be made for the Game Gear, many thought that it would not be a good translation, but when we got

Gear, marthat it w good to but wh

MANUFACTURER MACHINE DIFFICULTY AVAILABLE

ARENA GAME GEAR MODERATE SEPTEMBE

CART SIZE NUMBER OF LEVELS THEME % COMPLETE

4 MEG VARIABLE FIGHTING 100%

our copy of MK in the office, we were very surprised to find it one of the best versions.

All the characters except Kano have made the move to the Sega portable. Each of the fighters has his own fatality move with a few modifications for some characters.

The game play is good when compared to the arcade with exception to the pad and button combinations.

The graphics are, by far, the best of any game previously available for the GG, showing huge characters and incredible detail.

Get ready for the baddest portable fighting game this September!

# AGE: 24 HEIGHT: 5'10" WEIGHT: 185 pounds LEGAL STATUS: Citizen of the People's Republic of China.

the People's Repu of China. OCCUPATION: Shaolin Monk, Fisherman.







#### SONYA

AGE: 26 HEIGHT: 5'10" WEIGHT: 140 pounds LEGAL

STATUS: Citizen of the United States of America.

OCCUPATION: Lt. in the U.S. Army, member of a special para-military police force.







SUB-ZERO



# AGE: 32 HEIGHT: 6'2" WEIGHT: 210 pounds

HEIGHT: 6'2"
WEIGHT: 210 pounds
LEGAL
STATUS: A reincarnat-

STATUS: A reincarnated spectre.

OCCUPATION: In for-

mer life - unknown. As Scorpion - a lost soul hell-bent on revenge.



# EGM LIFESTYLES

#### THE WHAT'S HOT SOURCE FOR EGM READERS ONLY

#### Three of a Kind

We'll be the first to admit that the whole Conehead phenomenon is a little weird, but we just had to show you these articulated plasticized figurines representational of the Conehead familial unit which may be exhibited in wall-mounted viewing units - or played with.

In English, it's a new line of action figures from Playmates Toys.

Pictured here are Beldar in Flightsuit, Prymatt in Flightsuit and daughter Connie. Also featured in the line are Beldar and Prymatt in Suburban Uniform and Agent Seedling.



#### **EGM/HERO Super Tour**

If you run into a big crowd at your local mall in the next few months, chances are you're at a stop on the EGM/Hero Super Tour.

As the summer heats up, so does the EGM/Hero Super Tour, co-sponsored by Electronics Boutique, Babbage's and Marvel Comics. Coming to a mall near you in August, September, and October, the tour features good, clean fun for the whole family.

Activities include continuous free video game play throughout the weekend, free sampling of the latest in

comics and video games, and even well known comic book artists to meet and greet fans

If that doesn't grab you, how about free prize giveaways of games and comics every hour?

The Super Tour will visit a different city each weekend, including scheduled visits to Miami, San Antonio, San Diego, Los Angeles, San Francisco, Chicago, Minneapolis, Danbury-CT, Paramus-NJ, Atlanta, New York and Philadelphia. Look for ads elsewhere in EGM and Hero for specific dates and mall locations.

# Sonic Gets His Own Animated Series Hedgehog makes the jump from video games to cartoons

For those of you who can't get enough of Sonic the Hedgehog zooming across your TV screen in one of his video games from Sega, the little blue blur is now getting his own animated series courtesy of Bohbot Entertainment.

Scheduled to hit the airwaves in September, 65 original episodes have been produced. The show will air somewhere between three and six pm during the week, depending on the time zone you live in.

For the most part, the series will follow the story line created for the game.

Set on the planet Mobius, Sonic is an irreverent teenage hedgehog who repeatedly foils the dastardly plots of the evil Dr. Robotnik.

In the series, Robotnik has

taken over Mobius and is trying to turn it into a gigantic industrial park. Even worse, he's begun a campaign to transform this once peaceful world's inhabitants into heartless bionic robots who will labor endlessly in the smoke bellowing factories building machines of destruction.

Sonic is the leader of a spunky band of humans and animals known as the Freedom Fighters. They live in the forest and are the bane of Robotnik's evil existence.

Sonic gets out of jams as fast as he gets into them, wind-milling his red-sneakered feet into a blur and rocketing off, leaving a trail of smoking skid marks that burst into flames in his wake as he yells out his signature Sonic farewell:

..."Hasta la vista, Meestah."



# **Jurassic Park Pinball**

Riding a level of success similar to its cinematic counterpart, Jurassic Park - the pinball machine has been gobbling up quarters quicker than a T-Rex can polish off a goat.

In arcades around the country, the game is attracting crowds normally reserved only for the video fighting games. "The players get to interact with all the major actors in the film and it also has a ball-eating T-Rex," said Joe Kaminkow, Vice President of Data East Pinball in Melrose Park, IL.

Like the uncanny special effects of the movie, Data East has pulled out all the stops to make this pinball game an experience to remember.

The game has six-ball play, Chaos - a John Williams musical score, and audio clips from the actors including from Muldoon, "They should all be destroyed."

The game also includes Nedry being attacked by a spitter, the familiar gates of Jurassic Park, and even a pre-historic mosquito in amber. The players even may get a chance to hatch baby dinosaurs.

Watch out for the T-Rex, you'll know he's approaching when you feel the cabinet rumbling. Or take your best shot at the deadly Velociraptors using the Tazer Stun Gun. The unique layout of this game allows players to explore 11 different miniquemes.

Finally, you'll see actual scenes from the movie via the monochrome dot matrix display. Jurassic Park pinball captures the spirit of the movie so well that the commissary at Universal Studios has a Jurassic Park pinball. And the film's director and self-proclaimed dinosaur buff Steven Spielberg has his own, as does Jurassic Park's dinosaur special effects wizard Stan Winston



# **New Ride Provides Glimpse of the Future**

If the success of the blockbuster Jurassic Park wasn't enough, Universal Studios has another big winner this summer in its newly opened Back to the Future ride at Universal Studios Hollywood.



Back to the Future - The Ride debuted at the amusement park on June 12 and represents the culmination of years of research and development - endless lines outside the ride since its opening indicate the investment was worth it

The ride is a result of stateof-the-art technology never before achieved in any media or studio attraction. The ride brings together the most dynamic kinetic motion base with sophisticated hydraulics, multi-channel sound, live effects and Omnimax film to create a total sensory impact experience. Whatever guests see on the screen, they also feel

Twenty-four specially designed flight simulators, in the shape of the now famous DeLoreans, create the illusion of blasting through time at lightning speed. The ride system is so cutting edge that it was subjected to the same testing procedures as the Space Shuttle and U.S. Armed Forces fighter planes and missiles.

During Back To The Future...The Ride, the saga continues with the eccentric Doc Brown, master of time travel, at home conducting experiments in his new laboratory, "The Institute of Future Technology" which features some of the authentic props from Back To The Future motion picture trilogy, including the flux capacitor, the

invention which makes time travel possible. In his new lab, Doc has created a convertible, eight-passenger time vehicle that's faster and more energy efficient than his earlier time machine.



Back to the Future...The Ride has set a new standard for amusement park rides. In four and one-half minutes guests will travel back in time 4,000 years, 25 years into the future, and back to the present.

# An Exciting Summer for Comics Liefeld leaving but Spike Lee, new Batman on the way

Summer is traditionally the most active time of year for the comics industry. With the major comic conventions in full swing coupled with the proliferation of new products, this may be the busiest summer for the industry.

Reflecting recent trends in the industry where the artists have more control over their destiny, Malibu comics continues to sign top-flight talent such as Barry Windsdor Smith, who will be working with Chris Ulm on Rune - a new character for the Malibu

Ultraverse.

"Rune has a nasty temperament," Ulm said of the jointly developed character, "He has more in common with Dr. Doom than Captain America"

Keep an eye out for Malibu's Ultraverse, it hits the stores this month.

Over at Image, the company responsible for turning the industry upside down just two years ago, the growing pains continue.

Artist Rob Liefeld announced he will be taking



Rob Liefeld (pictured at right) will leave autograph signings and such to his Image colleagues such as Jim Lee (pictured at left).

a break from the mayhem and will vanish out of the public eye for at least a year. Liefeld is responsible for such popular titles as Youngblood, Brigade, Bloodstrike and Supreme.

"I need to take my work to the next level," Liefeld explained. Meanwhile, the studio he set up, named Extreme, will continue to publish books on a regular basis.

At Marvel, everyone is waiting for the debut of the X-Men 2099 title. Their present-day band of mutants is perhaps the most popular superhero group in all of comics. Their other futuristic titles such as Spider-Man 2099 has done well, but the

new mutant title may once again launch Marvel into the stratospheric sales.

The word at Dark Horse is Spike, as in Spike Lee. The company announced plans to publish a new

series of books featuring black artists and writers.

The first title, Floaters, was penned by Spike's brother Cinque Lee and Sean Fagan with artist Lance Tooks. Floaters is a sci-fi tale about a bio-engineered drug that makes people float.

Expect to see a few more equally gritty titles from Spike in the coming months.

DC, the home of two icons in American folklore, Batman and Superman, are about to give one of these legends some more trouble.

Since the S-Man is still "dead," that means Batman is in for a rough ride in the next few months.

According to DC, Batman will find himself in a fight-to-the death donnybrook with either Bane or Azreal. Look for one of these bad boys to take out the Caped Crusader temporarily - and the other to take his place.

This new cyber-punk
Batman will be a lot tougher
on criminals than his predecessor. "He does not have
the same motivation or
methods to combat criminals
as Batman, " said DC
spokeswoman Patty Jeres.

# This month in



ILLUSTRATE

The response to Hero so far has been overwhelming, and with another issue jampacked with the latest industry news, reviews, and gossip, Hero #3 should be the best issue yet.

Among the highlights for #3 are the triple gate-fold cover by Marc Silvestri and Brandon Peterson that you see pictured here.

There's also a poster featuring original David Lapham art from Jim Shooter's new company, Defiant. Hero also takes you to Spike Lee's Forty Acres And A Mule Film Works in Brooklyn to get the inside story on his upcoming line of comics from Dark Horse.

If that isn't enough, Hero #3 is bound to send tremors through the industry as we pick our top 100 most influential people in comics.

Hey, you don't get to be the biggest and best guide to comics by being soft. Find out what the commotion over Hero is all about!



# **Jurassic Park Paces Successful Summer**

Following the trail blazed by the T-Rex and the rest of the JP gang, Hollywood is enjoying the biggest box office bonanza in history this summer. From amber encased insects, to mountain men in T-shirts, to syndicate-serving lawyers; 1993 is shaping up to be not only the year of the dino, but also the year of dino-might grosses.

Box office records continue to fall as Jurassic Park

stomps into the second half of summer. The Steven Spielberg blockbuster passed the \$263 million mark at the end of July. In doing so, it supplanted Return of the Jedi as the fourth highest grossing film of all time.

To date, the only movies to bring in more money than Jurassic Park are Home Alone, which grossed \$285 million, Star Wars, which grossed \$322 million and E.T., the highest grossing film of all time with an astonishing \$399.8 million.

The question is not whether Jurassic Park, with box office receipts still relatively strong, will challenge E.T. for the top slot, but rather, when it will.

The movie has already set a number of records on its way to becoming the first movie to ever break the \$400 million mark.

Among the records: Jurassic Park already holds are: the all time record for opening weekend box office receipts at \$50.2; the quickest movie of all time to reach the \$100 million plateau (9

days beating Batman by one

Even more astonishing is that in it's second weekend of release, Jurassic Park's three day number of \$38.5 million was the fourth highest gross in history. Only the opening weekends of Batman and Batman Returns have recorded higher numbers.

During that second weekend, JP chewed up and spit out its competition by more

than doubling the number two finisher The Last Action Hero. Incidentally Arnold Schwarzenegger's starrer was projected to be JP's biggest rival of 1993. Instead, Last Action Hero turned out to be nothing more than a sheep in wolf's clothing as JP's dinos hogged the limeliaht.

As the Last Action Hero struggles to hit the \$50 million plateau, the only motion picture that appears capable of giving JP a run this summer is The Firm. starring Tom Cruise.

The movie doesn't sport the bronto-sized numbers of Jurassic, but it was the film that finally unseated JP from the number one

spot. In only 12 days, The Firm became the third highest grosser of the summer with a \$73.7 million take.

All this adds up to heel clicking accountants in Hollywood. During the weekend of July 9-11, the top 50 films grossed a record setting \$112.5 million, capping

the previous high of June 23-25, 1989 by more than \$14 million

A sidebar to these totals is that none of the big winners were sequels, which are acknowledged as the formu-



The T-Rex and his prehistoric partners are eating up the competition in a summer when really all of Hollywood is the biggest winner.

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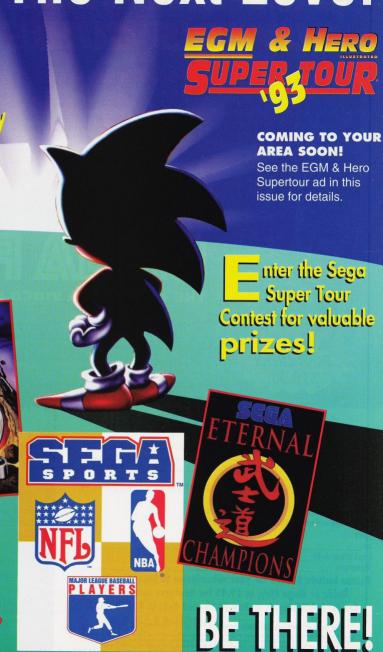
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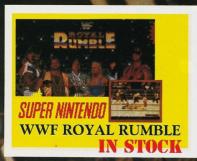
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